

Exception	Description
Exception	Superclass of all exceptions.
ArgumentOutOfRangeException	Parameter is not in allowed range.
ArgumentNullException	Parameter is null while it shouldn't be.
ArgumentException	Superclass of exceptions dealing with parameters.
InvalidOperationException	Object is in a state, that does not support call of given method. It is not a parameter issue. Context and description of the exception is important.
NullReferenceException	Attempt to access to (dereference) a null.
StackOverflowException	The stack has overflowed.
IOException	Superclass of exceptions related to streams or file system.
DbException	Superclass of exceptions related to database.
KeyNotFoundException	Given key is not present in the collection.
ObjectDisposedException	There has been an operation on disposed object.
WebException	Network access error.

Throw?	Catch?
No, only runtime should throw this.	Yes, but it must be immediately rethrown or the program should gracefully terminate.
Yes	No, it typically indicates developer error.
Yes	No, it typically indicates developer error.
Rather not, better use a subclass.	No, it typically indicates developer error.
Yes	No, it typically indicates developer error.
No, only runtime should throw this.	No, it typically indicates developer error.
No, only runtime should throw this.	Cannot be caught, program instantly terminates.
Rather not, better use a subclass.	Yes
No, it is an abstract class.	Yes
Yes, but only for specialized classes.	No, it typically indicates developer error.
No, only runtime should throw this..	No, it typically indicates developer error.
Yes, but only for specialized classes.	Yes

Use case scenario
(Catch) Logging of catastrophic or unknown error.
(Throw) Checking the parameter "hour", which has integer values from interval (0;24).
(Throw) Checking the parameter "magicService", which must not be null.
(Throw) Checking the parameter "endpointName", which must be defined in configuration file.
(Throw) Checking the method "Sender.SendMessage", which requires that object of class "Sender" must be in state "SenderState.Opened".
(Throw) Checking the parameter "index" which must be non-negative integer.
(Throw) Checking the parameter "path", which must be nonempty string.
(Catch) Logging and resources disposal.
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(Catch) Wait a moment and try the operation again.
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