**using** System;  
  
  class MyThreeException : Exception {}  
   
  class MathApp  
  {  
     **public** static void **Main**()  
     {  
        **int** result;  
   
        **try**  
        {  
            result = MyMath.**AddEm**( 1, 2 );  
            Console.**WriteLine**( "Result of AddEm(1, 2) is {0}", result);  
   
            result = MyMath.**AddEm**( 3, 4 );  
            Console.**WriteLine**( "Result of AddEm(3, 4) is {0}", result);  
            Console.**ReadLine**();  
        }  
   
        **catch** (MyThreeException)  
        {  
            Console.**WriteLine**("Ack!  We don’t like adding threes.");  
            Console.**ReadLine**();  
        }  
   
        **catch** (Exception e)  
        {  
           Console.**WriteLine**("Exception caught: {0}", e);  
           Console.**ReadLine**();  
        }  
   
        Console.**WriteLine**("\nAt end of program");  
     }  
  }  
   
  class MyMath  
  {  
     static **public** **int** **AddEm**(**int** x, **int** y)  
     {  
        **if**(x == 3 || y == 3)  
           **throw**( **new** MyThreeException() );  
         return( x + y );  
     }  
  }

class MyThreeException : Exception

{

public MyThreeException()

{

}

public MyThreeException( string e ) : base (e)

{

}

public MyThreeException( string e, Exception inner ) :

base ( e, inner )

{

}

}