**using** System;  
  
class Tester  
 {  
     **public** static void **Main**()  
     {  
         **try**  
         {  
             **double** number;  
             **double** result;  
              
             Console.**Write**("Calculate Log for the following number: ");  
             number = Convert.**ToDouble**(Console.**ReadLine**());  
             result = MyMath.**CalculateLog**(number);  
             Console.**WriteLine**("The result is: {0}", result);  
             Console.**ReadLine**();  
         }  
         **catch**(ArithmeticException exObj)  
         {  
             Console.**WriteLine**("Inside Main’s catch block");  
             Console.**WriteLine**("Message: " + exObj.Message);  
            // Console.WriteLine("Help Link: " + exObj.HelpLink);  
            //Console.WriteLine("Method call trace: " + exObj.StackTrace);  
            Console.**ReadLine**();  
         }  
    }  
 }  
  
 class MyMath  
 {  
     **public** static **double** **CalculateLog**(**double** num)  
     {  
         **try**  
         {  
             **if**(num < 0.0)  
             {  
                 **throw** **new** ArithmeticException("Logarithm of a negative number cannot be calculated");  
             }  
             **if**(num == 0.0)  
             {  
                 ArithmeticException arithEx = **new** ArithmeticException("Logarithm of zero is -infinity");  
                 //arithEx.HelpLink = "http://www.themathwizards@#$.com";  
                 **throw** arithEx;  
             }  
             return Math.**Log**(num);  
       }  
      **catch**(ArithmeticException exObj)  
      {  
             Console.**WriteLine**("Inside CalculateLog’s catch block");  
             **throw** exObj;  
         }  
     }  
 }