Almost, but not quite.

this code over in the class should not do any console.writelines.

only the Program,.cs is allowed private static double ConvertInputToDouble(string pTempString)

{ // Initialize and parse the variable temp to double, catch the exeption while displaying text in the exception box, console window and return the current temperatures.

double temp = 0.0; try { temp = Double.Parse(pTempString); }

catch (Exception e)

{

Console.WriteLine("That was not a valid temperature. \nThe temperature setting was not changed."); // <<<<<<<< not here <<<<<<<< Console.WriteLine("The current temp is: {0}\u00B0C \nThe current temp is: {1}\u00B0F", CelsiusTemperature, FahrenheitTemperature); // <<<<<<<< not here <<<<<<<<

throw new ApplicationException("That was not a valid temperature."); // good!!!

}

return temp;

}

================ now over in the console Program, put a try catch around this line ThermometerClass.AddCelsius(Console.ReadLine());

and THAT is where the Console.WriteLines go. And one of them has to write your message property from the exception it caught.