throw (C# Reference)

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Signals the occurrence of an exception during program execution.

Remarks

The syntax of throw is:

```
C# Copy
throw [e];
```

where e is an instance of a class derived from System. Exception. The following example uses the throw statement to throw an IndexOutOfRangeException if the argument passed to a method named GetNumber does not correspond to a valid index of an internal array.

```
using System;

namespace Throw2
{
  public class NumberGenerator
{
   int[] numbers = { 2, 4, 6, 8, 10, 12, 14, 16, 18, 20 };

  public int GetNumber(int index)
  {
    if (index < 0 || index >= numbers.Length)
      {
      throw new IndexOutOfRangeException();
    }
    return numbers[index];
```

```
}
}
```

Method callers then use a try-catch or try-catch-finally block to handle the thrown exception. The following example handles the exception thrown by the GetNumber method.

```
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                                                                        Copy
using System;
public class Example
   public static void Main()
      var gen = new NumberGenerator();
      int index = 10;
      try
          int value = gen.GetNumber(index);
          Console.WriteLine($"Retrieved {value}");
      catch (IndexOutOfRangeException e)
         Console.WriteLine($"{e.GetType().Name}: {index} is outside the
bounds of the array");
   }
}
// The example displays the following output:
          IndexOutOfRangeException: 10 is outside the bounds of the array
```

Re-throwing an exception

throw can also be used in a catch block to re-throw an exception handled in a catch block. In this case, throw does not take an exception operand. It is most useful when a method passes on an argument from a caller to some other library method, and the library method throws an exception that must be passed on to the caller. For example, the following example re-throws an NullReferenceException that is thrown when attempting to retrieve the first character of an uninitialized string.

```
C#

using System;

namespace Throw
{
public class Sentence
{
```

```
public Sentence(string s)
     Value = s;
   public string Value { get; set; }
   public char GetFirstCharacter()
   {
     try
      {
         return Value[0];
      catch (NullReferenceException e)
         throw;
   }
}
public class Example
{
   public static void Main()
      var s = new Sentence(null);
      Console.WriteLine($"The first character is {s.GetFirstCharacter()}");
   }
}
// The example displays the following output:
     Unhandled Exception: System.NullReferenceException: Object reference
not set to an instance of an object.
        at Sentence.GetFirstCharacter()
//
//
        at Example.Main()
```

(i) Important

You can also use the throw e syntax in a catch block to instantiate a new exception that you pass on to the caller. In this case, the stack trace of the original exception, which is available from the **StackTrace** property, is not preserved.

The throw expression

Starting with C# 7.0, throw can be used as an expression as well as a statement. This allows an exception to be thrown in contexts that were previously unsupported. These include:

• the conditional operator. The following example uses a throw expression to throw an ArgumentException if a method is passed an empty string array. Before C# 7.0, this logic would need to appear in an if/else statement.

• the null-coalescing operator. In the following example, a throw expression is used with a null-coalescing operator to throw an exception if the string assigned to a Name property is null.

```
public string Name
{
    get => name;
    set => name = value ??
        throw new ArgumentNullException(paramName: nameof(value), message: "Name cannot be null");
}
```

an expression-bodied lambda or method. The following example illustrates an
expression-bodied method that throws an InvalidCastException because a
conversion to a DateTime value is not supported.

C# language specification

For more information, see the C# Language Specification. The language specification is the definitive source for C# syntax and usage.

See also

- C# Reference
- C# Programming Guide

- try-catch
- C# Keywords
- How to: Explicitly Throw Exceptions

Is this page helpful?



