

How to use finally blocks

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When an exception occurs, execution stops and control is given to the appropriate exception handler. This often means that lines of code you expect to be executed are missed. Some resource cleanup, such as closing a file, needs to be done even if an exception is thrown. To do this, you can use a `finally` block. A `finally` block always executes, regardless of whether an exception is thrown.

The following code example uses a `try/catch` block to catch an `ArgumentOutOfRangeException`. The `Main` method creates two arrays and attempts to copy one to the other. The action generates an `ArgumentOutOfRangeException` and the error is written to the console. The `finally` block executes regardless of the outcome of the copy action.

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```
using System;

namespace ArgumentOutOfRangeExample
{
    public static void Main()
    {
        int[] array1 = {0, 0};
        int[] array2 = {0, 0};

        try
        {
            Array.Copy(array1, array2, -1);
        }
        catch (ArgumentOutOfRangeException e)
        {
            Console.WriteLine("Error: {0}", e);
            throw;
        }
        finally
        {
            Console.WriteLine("This statement is always executed.");
        }
    }
}
```

also

Exceptions

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Exceptions and Exception Handling - C# Programming Guide

Learn about exceptions and exception handling. These C# features help deal with unexpected or exceptional situations that happen when a program is running.

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