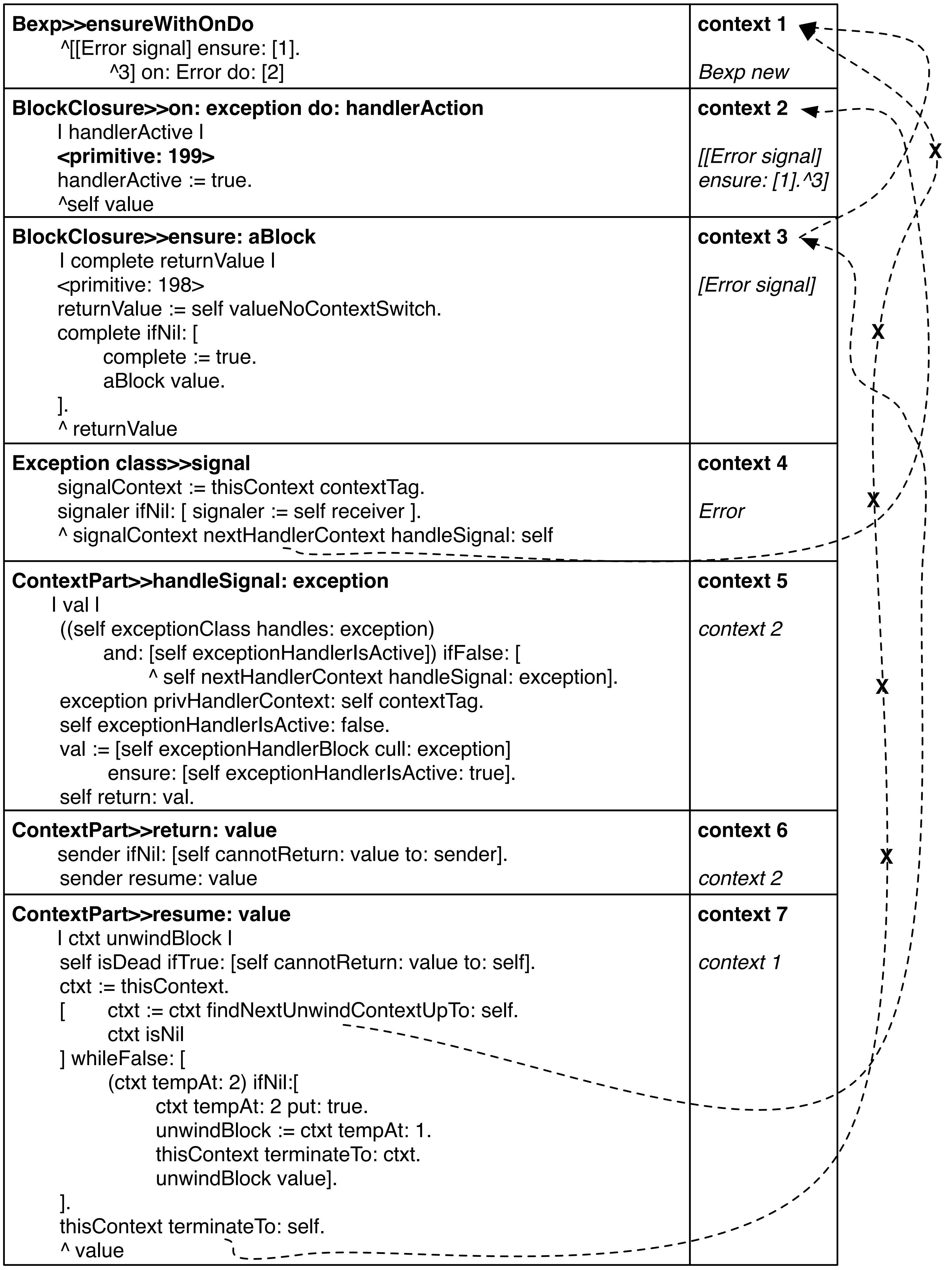
Context Stack



Bexp>>ensureWithOnDo ^[[Error signal] ensure: [1]. ^3] on: Error do: [2]	**context 1** *Bexp new*
BlockClosure>>on: exception do: handlerAction l handlerActive l **<primitive: 199>** handlerActive := true. ^self value	**context 2** *[[Error signal] ensure: [1].^3]*
BlockClosure>>ensure: aBlock l complete returnValue l <primitive: 198> returnValue := self valueNoContextSwitch. complete ifNil: [complete := true. aBlock value.]. ^ returnValue	**context 3** *[Error signal]*
Exception class>>signal signalContext := thisContext contextTag. signaler ifNil: [signaler := self receiver]. ^ signalContext nextHandlerContext handleSignal: self	**context 4** *Error*
ContextPart>>handleSignal: exception l val l ((self exceptionClass handles: exception) and: [self exceptionHandlerIsActive]) ifFalse: [^ self nextHandlerContext handleSignal: exception]. exception privHandlerContext: self contextTag. self exceptionHandlerIsActive: false. val := [self exceptionHandlerBlock cull: exception] ensure: [self exceptionHandlerIsActive: true]. self return: val.	**context 5** *context 2*
ContextPart>>return: value sender ifNil: [self cannotReturn: value to: sender]. sender resume: value	**context 6** *context 2*
ContextPart>>resume: value l ctxt unwindBlock l self isDead ifTrue: [self cannotReturn: value to: self]. ctxt := thisContext. [ctxt := ctxt findNextUnwindContextUpTo: self. ctxt isNil] whileFalse: [(ctxt tempAt: 2) ifNil:[ctxt tempAt: 2 put: true. unwindBlock := ctxt tempAt: 1. thisContext terminateTo: ctxt. unwindBlock value].]. thisContext terminateTo: self. ^ value	**context 7** *context 1*