Exception Handling

The Exceptions is use to get error from user and send him an message that he do something wrong like access the index 8 in array of 3 elements or divide by zero or Enter data that is not Expected.

The Exception message have three blocks: Try , Catch and finally

Try block : is use to write the code is want to excute and when we feel that the user has to make an error we throw Exception with message.

Catch block: is excuted when the code in the try doesn’t run with the Expected approach

Finally block : is excute whether the the try and catch blocks is excuted

There is many of Exceptions in c# like DuplicateWaitObjectException, DivideByZeroException, DirectoryNotFoundException ,…….etc

This types of Exception is Inherited from the class Exception and based on the polymorphism role we can use the Exception class

And if we want to create a new Exception we can inherite from the class Exception and override the method like this :

