

Ce se afiseaza la rularea codului urmator?

```
1:class MyException1{
2:    protected string msg;
3:    public MyException1(string msg) {
4:        this.msg = msg;
5:    }
6:    public string GetErrMsg() {
7:        return msg;
8:    }
9: }
10: class MyException2 : MyException1 {
11:     public MyException2(String msg) : base(msg) { }
12: }
13: class Program {
14:     static void Main(string[] args) {
15:         try {
16:             Console.Write("Try 1");
17:             throw new MyException2("MyException2 thrown");
18:             Console.Write("Try 2");
19:         }
20:         catch (MyException1 ex) {
21:             Console.Write(ex.GetErrMsg());
22:             Console.Write("Catch 1");
23:         }
24:         catch (MyException2 ex) {
25:             Console.Write(ex.GetErrMsg());
26:             Console.Write("Catch 2");
27:         }
28:     }
29: }
```

Variante de răspuns:

a) nu compileaza

b) Try 1 MyException2 thrown Catch 1

c) Try 1 MyException2 thrown Catch 2

d) erori la liniile 17, 20, 24

Justificare raspuns:

Programul nu compileaza. Apar erori la liniile 17, 20 si 24 ca urmare a faptului ca MyException1 si MyException2 nu mostenesc System.Exception.

Dificultate: Easy