1. The ~Throwing() destructor will always be problematic. For example:

```
void abc()
{
   Throwing t;
}
```

At the end of this function, ~Throwing() is called and throws an exception. This exception is not handled anywhere and cause problems.

2. As stated above, the destructor is problematic in all circumstances. In newer versions of C++, destructors are "noexcept" by default, and throwing exceptions in destructors will call std::terminate and terminate the program.