

CS2530 - Lab - Exception Properties – Part1

1. Create a console application called ExceptionPropertiesLab
2. Inside the class Program create 3 **static** methods: Method1, Method2, and Method3
All three methods have an empty parameter list and a return-type void
3. Method1 has a single statement where it calls Method2
4. Method2 has a single statement where it calls Method3
5. Method3 includes a try statement consisting of a try and catch block
6. The try block contains one single method call:
It calls the static method `ToInt32` of the static class `Convert` and passes as an argument the string literal `"I am not a number"`
7. The catch block catches a `FormatException`, wraps it in a new exception and re-throws it for further handling:

```
catch (FormatException ex)
{
    throw new Exception("Problem converting a string to an integer.", ex);
}
```
8. In the main method include a try statement consisting of a try and catch block
9. The try block calls Method1
10. The catch block catches an exception of type `Exception` (the root of all C# exceptions)
Every exception has a `ToString` method (like every other object in C#)
call the `ToString` method on the exception parameter and display the result
Exceptions have the following properties: **InnerException** , **Message**, and **StackTrace**
Display the values of these three properties. Precede each output with an appropriate label and separate the outputs of the properties with an empty line
11. Compile and run the program
12. What is the relationship between the `ToString` method and the three exception properties?

Write down in a few words what you noticed: