

# What should I click if I want to go inside function during debug?

- A) Step over
- B) Step into
- C) Step out
- D) Continue

# Order of handlers (catch)?

- 1) From general to specific
- 2) From specific to general

# Exception properties

- A) Data
- B) HelpLink
- C) InnerException
- D) Message
- E) Source
- F) StackTrace

- 1) text describing exception
- 2) original exception which caused an exception

Why debugging is important?

# What operator for block?

- A) Code block which may cause exception
- B) Code block which will always execute
- C) Code block which will handle exception

- 1) try
- 2) catch
- 3) finally

# Base class for all exceptions in C#?

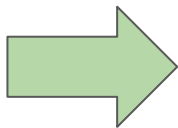
- A) `System.Exception`
- B) `System.ApplicationException`
- C) `System.SystemException`

# Type of anomalies

- A) Program errors
- B) User errors
- C) Exceptions

- 1) Happen when a user does something “bad”
- 2) Happen when developer writes some “bad” code
- 3) Happen when something unexpected and unpredictable happens

# Guess the call stack



```
static int Foo(int a)
{
    var b = 5;
    return a * b + 10;
}
```

```
static int Bar(int x)
{
    var y = 3;
    return Foo(x * y);
}
```

```
static void Main(string[] args)
{
    Console.WriteLine(Bar(6));
}
```



How many “catch” handlers can be used for one “try”?