try catch

try and catch - consists of a "try" block folowed by a catch clauses, which specifies handlers for exeptions

try block - Any suspected code that may raise exeptions. If an exeption is thrown the compiler jumps to the first metching catch block

catch block - is an exeption handler block where you perform some action such as logging and auditing an exeption. It takes a perameter of an exeption type using which you can get the details of an exeption.

finally block — will always be executed whether an exeption raised or not. Usually it is used to release resourses (close objects opened in the try block.

MULTIPLE "catch blocks" WITH THE SAME EXEPTION TYPE ARE NOT ALLOWED !!!

Abstract - is a keyword that enables you to create classes and class members that are incomplete and have to be implemented in a derived class

sealed - is a keyword that allows you to prevent the inheritence of a class or a class member that was marked virtual