



void bar()



try }



```
throw runtime_error("This");
```

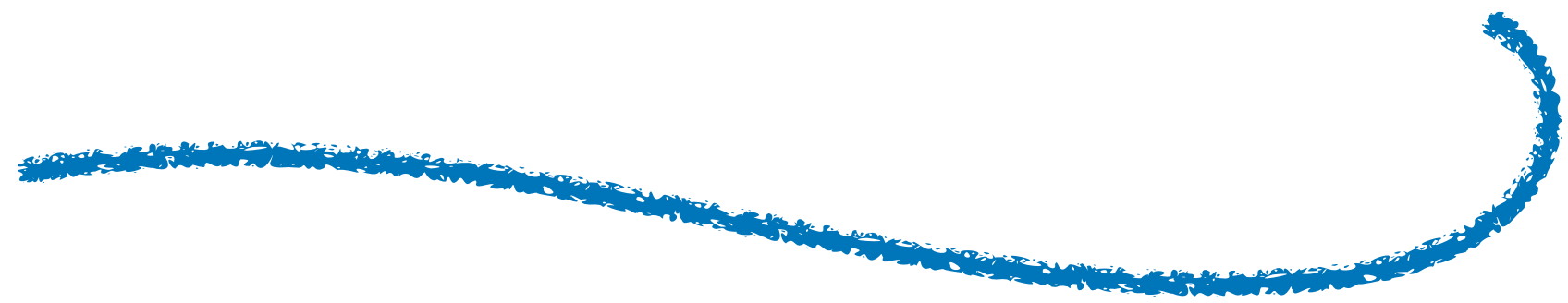
foo() ;

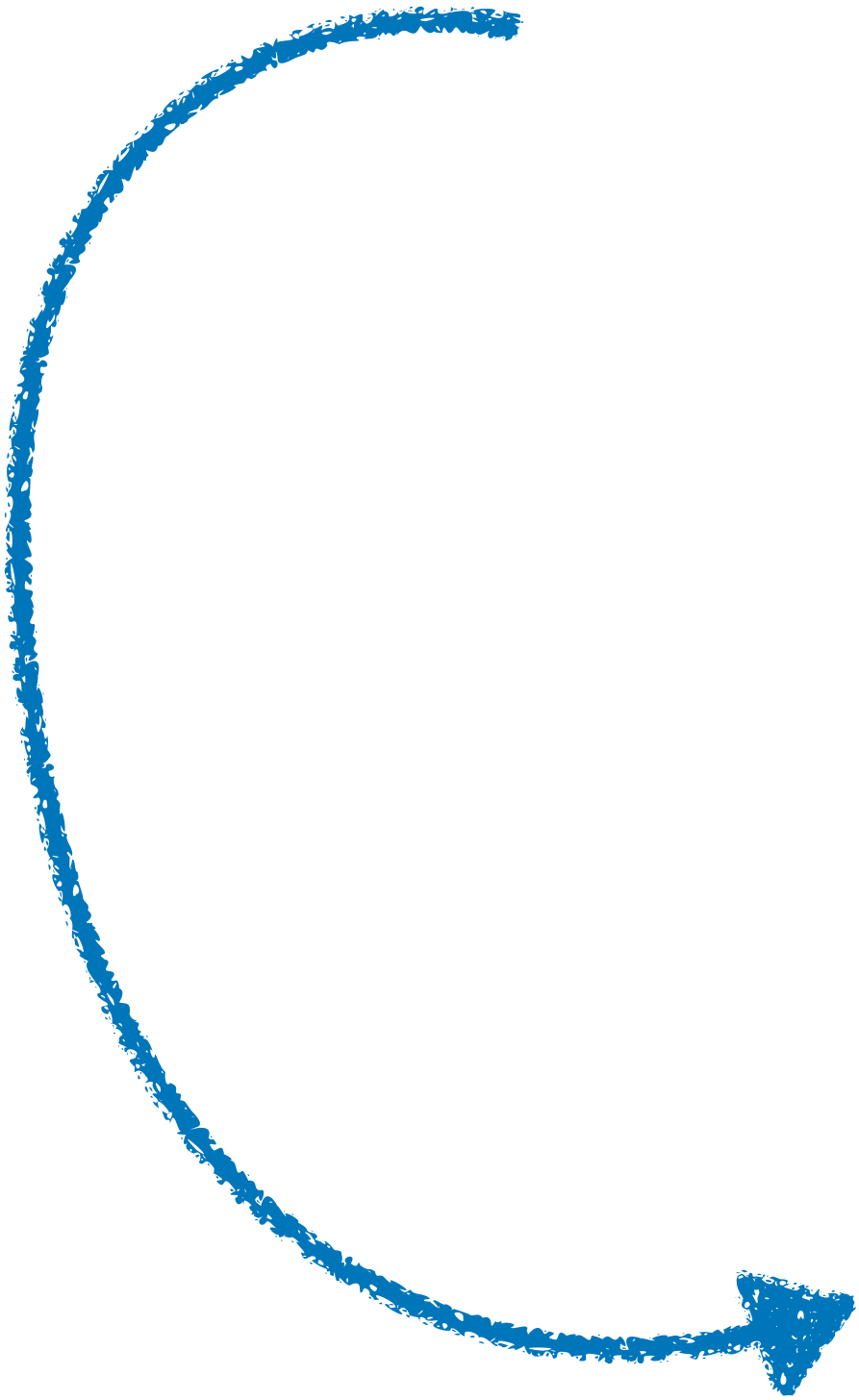

```
catch (...) {  
    cout << "is what we're talking about!"  
    << endl;  
}
```

void foo()

Something * it = new Something();

delete it;







try {

`throw runtime_error("This");`

foo() ;

catch((...)) }

cout<<"is what we're talking about!"

<<endi;

\$one thing * it = new something();

dele.it;

throwException("this");

cut<<"and not here!"

catch (BarException &e) {

but<<"is handed here!"



catch (IOException &e) {

<<endi;

void bar()



try {