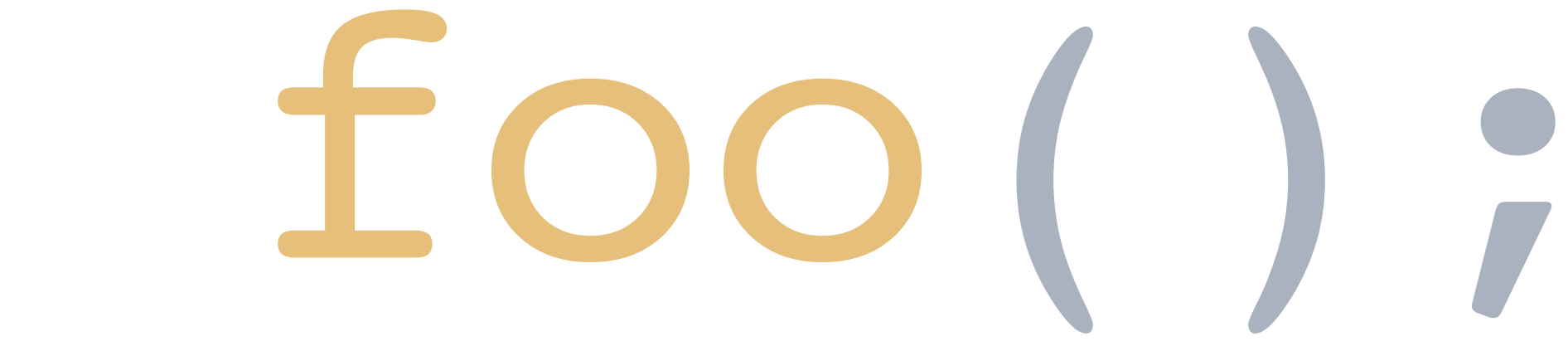
```
throw runtime_error("This");
```

```
void bar() {
```

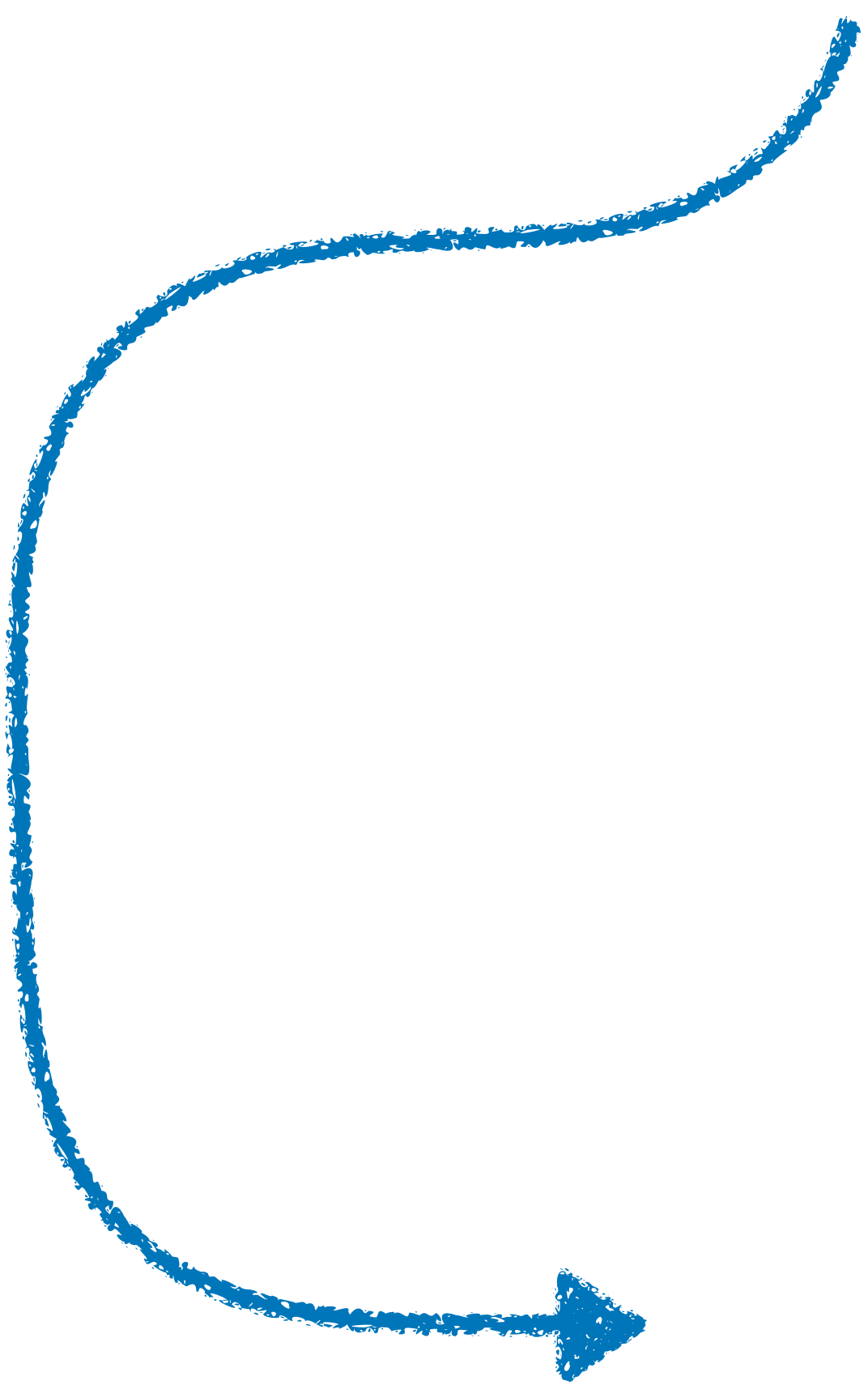
}

```
try {
```


foo();

```
        cout << "what about me?" << endl;
```

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



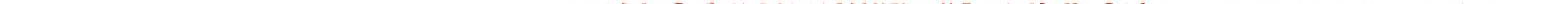
```
void foo() {
```

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

```
try {
```

foo();

```
cout << "what about me?" << endl;
```



<< endl;

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

```
catch (...) {
```

```
Something *it = new Something();
```

```
delete it;
```

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