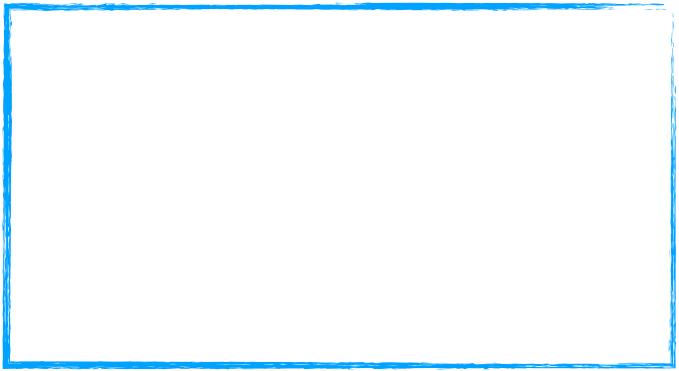
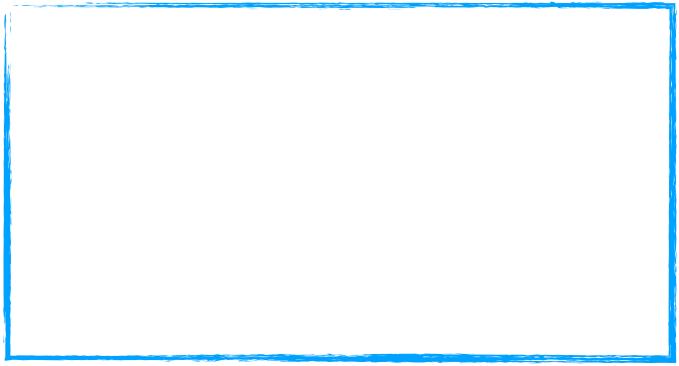


```
Unwind Reason Code (* gxx personality v0)
 (int version,
  Unwind Action actions,
  uint64 exceptionClass,
  struct Unwind Exception *exceptionObject,
  struct Unwind Context *context);
```

UA CLEANUP PHASE

Unwinding - Phase2





Local variables







Unwinding - Phase2

Local variables

Saved IP

Saved IP

```
_Unwind_Reason_Code (*__gxx_personality_v0)
  (int version,
    _Unwind_Action actions,
    uint64 exceptionClass,
    struct _Unwind_Exception *exceptionObject,
    struct _Unwind_Context *context);
```

UA CLEANUP PHASE

- Start again from bottom
- Restore callee-saved registers
- Call cleanup handlers

Cleanup Handlers

```
void foo() {
    Something *it = new Something();
    throw runtime error("This");
   delete it; -
void bar() {
    try {
        foo();
    catch (...) {
    ____cout << "is what we're talking about!"
             << endl;
```

- Release used memory resources
- Continue Execution via Unwind_Resume