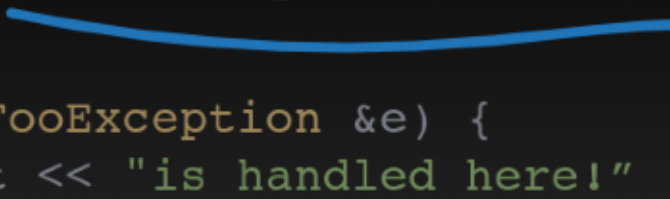


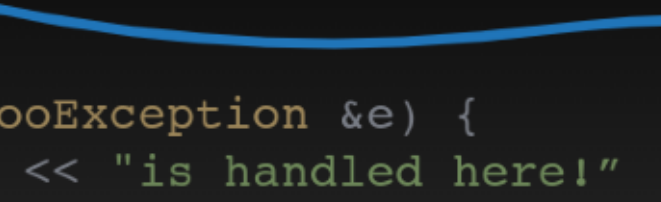
handler_switch_value

```
void bar() {  
    try {  
        throw FooException("This");  
    }  
  
    catch (FooException &e) {  
        cout << "is handled here!"  
        << endl;  
    }  
  
    catch (BarException &e) {  
        cout << "and not here!"  
        << endl;  
    }  
}
```

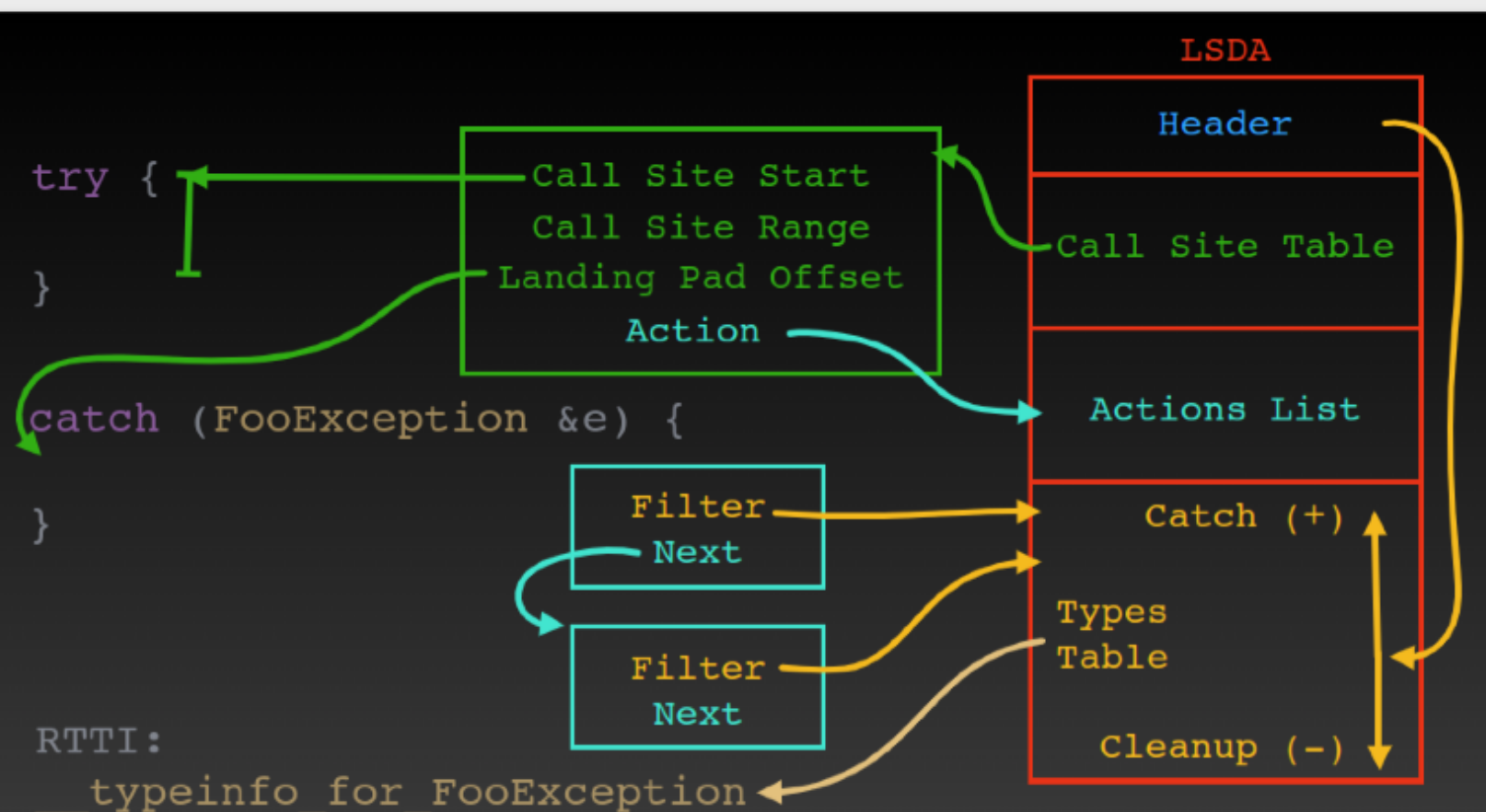
A blue curved arrow originates from the `throw FooException("This");` line and points to the `cout << "is handled here!"` line, illustrating the flow of exception handling from the throw site to the first matching catch block.

handler_switch_value

```
void bar() {  
    try {  
        throw FooException("This");  
    }  
    catch (FooException &e) {  
        cout << "is handled here!"  
        << endl;  
    }  
    catch (BarException &e) {  
        cout << "and not here!"  
        << endl;  
    }  
}
```



- Solution: Merge catch blocks into single landing pad!



- handler_switch_value as shortcut to exception type
- Value is offset in types table

Let's put it all together