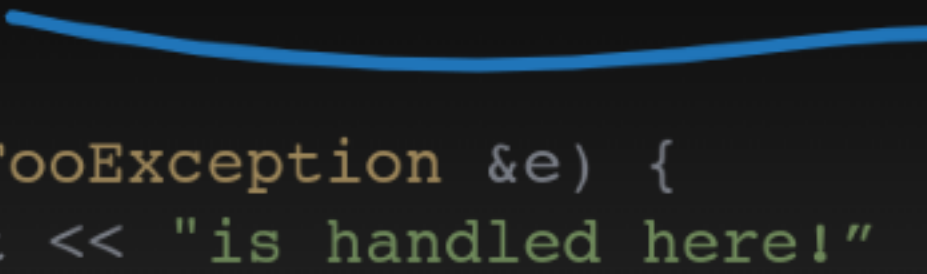


handler_switch_value


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



```
try {  
    }  
}
```

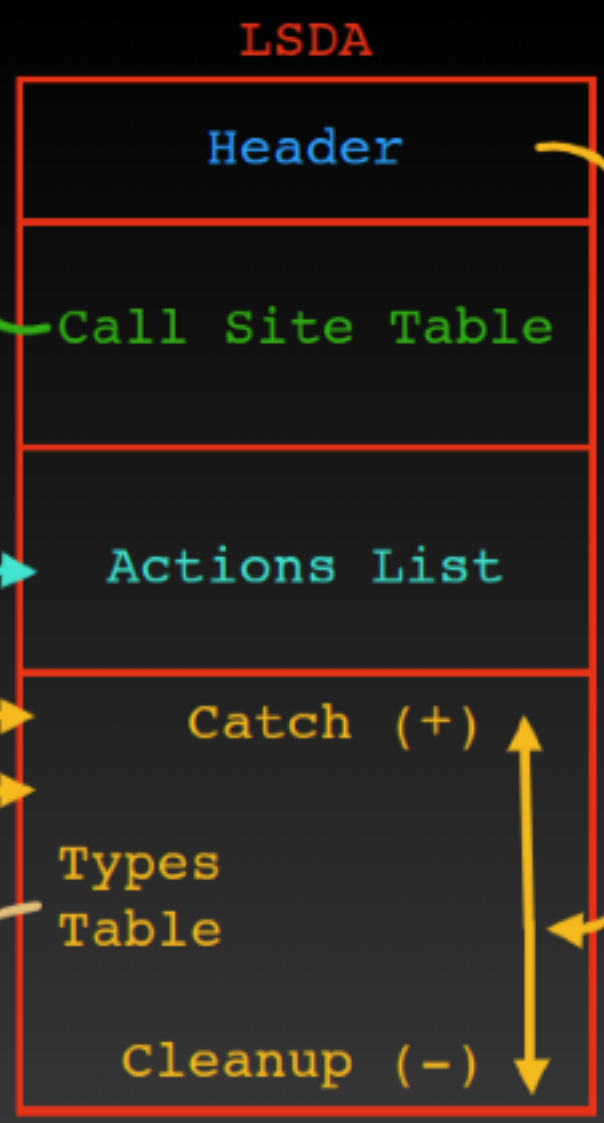
```
catch (FooException &e) {  
    }  
}
```

```
RTTI:  
__typeinfo_for_FooException
```

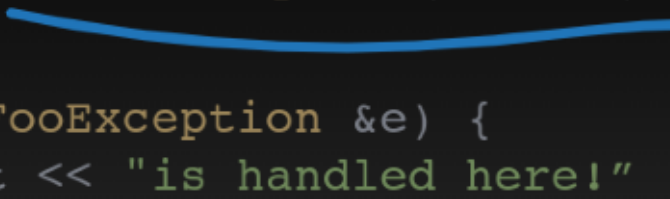
Call Site Start
Call Site Range
Landing Pad Offset
Action

Filter
Next

Filter
Next




```
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 in the `try` block and points to the `cout << "is handled here!"` line in the first `catch (FooException &e)` block, illustrating the flow of exception handling.

```
try {  
}
```

```
catch (FooException &e) {  
}
```

RTTI:

```
__typeinfo_for_FooException
```

