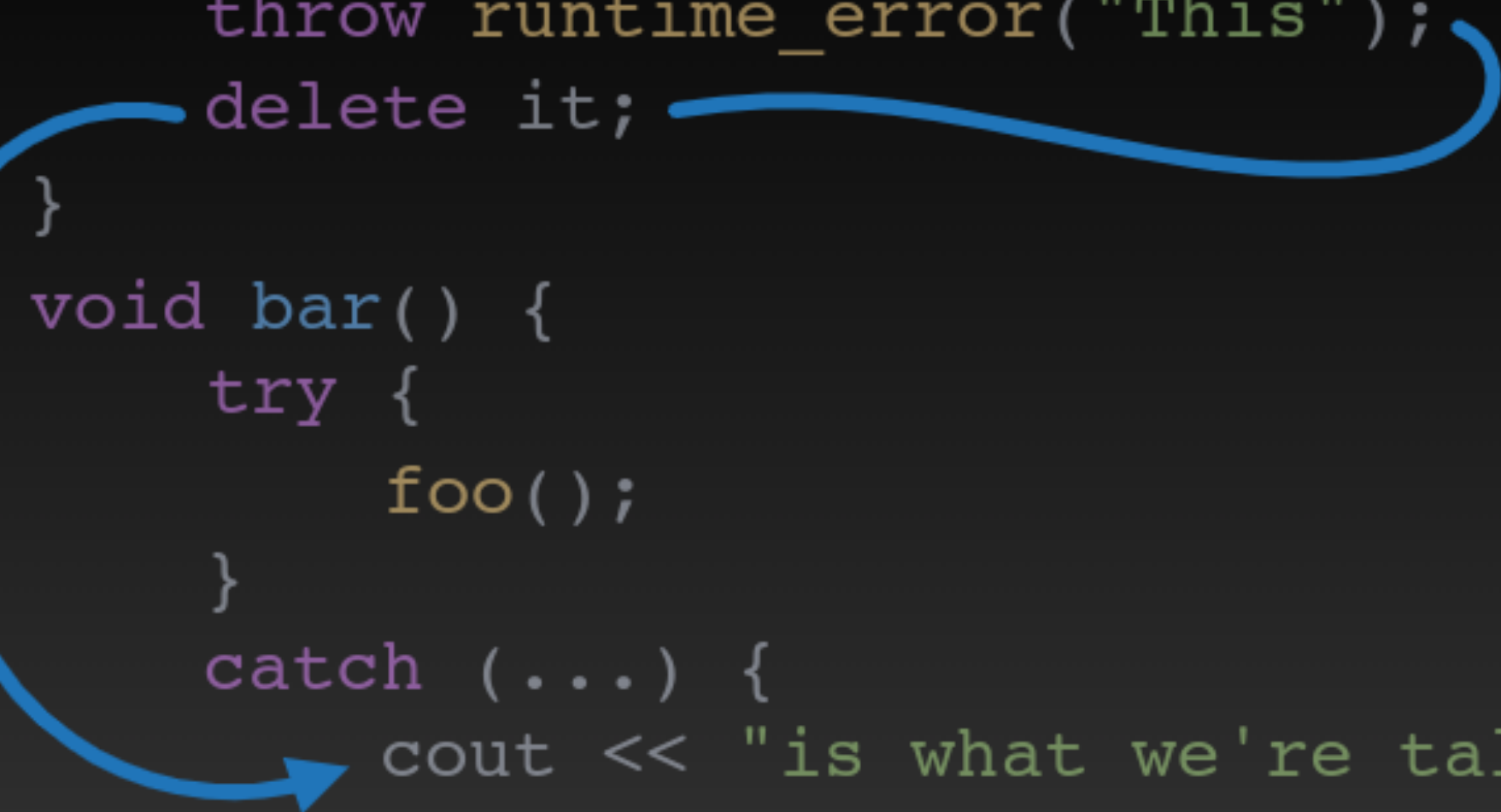


# Cleanup Handlers

```
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;  
    }  
}
```

A blue curved arrow originates from the line 'throw runtime\_error("This");' in the foo() function and points to the 'catch (...) {' block in the bar() function, illustrating the path of exception unwinding and cleanup handler execution.

- Release used memory resources
- Continue Execution via \_Unwind\_Resume

# 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);
```