tracer.cm

```
/*
    ================================================

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            )

    ================================================
    */
// Copyright (c) 1994
// Hewlett−Packard Company
// Copyright (c) 1996
// Silicon Graphics Computer Systems, Inc.
// Copyright (c) 2009 Alexander Stepanov and Paul McJones

using System;
using System.Support;

namespace System
{
    public class Tracer
    {
        public nothrow Tracer(const string& s_): s(s_)
        {
            try
            {
                Write(stderr, s.Chars());
                Write(stderr, "\n");
            }
            catch (const Exception&)
            {
            }
        }
        public nothrow ~Tracer()
        {
            try
            {
                Write(stderr, "~");
                Write(stderr, s.Chars());
                Write(stderr, "\n");
            }
            catch (const Exception&)
            {
            }
        }
        private string s;
    }
```

```
public class TracedFun
{
    public nothrow TracedFun(const char* fun_, const char* file_, int
        line_): fun(fun_), file(file_), line(line_)
    {
        enter_traced_fun(fun, file, line);
    }
    public nothrow ~TracedFun()
    {
        leave_traced_fun(fun, file, line);
    }
    private const char* fun;
    private const char* file;
    private int line;
}
}
```