

## 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;
}
}
```