

exception.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  
  
namespace System  
{  
    public class Exception  
    {  
        public nothrow Exception(): message(), file(), line(0)  
        {  
        }  
        public nothrow Exception(const string& message_): message(  
            message_), file(), line(0)  
        {  
        }  
        public nothrow default Exception(const Exception& that);  
            // generate copy constructor although has user-defined  
            destructor  
        public nothrow default void operator=(const Exception& that);  
            // generate copy assignment although has user-defined  
            destructor  
        public nothrow default Exception(Exception&&);  
            // generate move constructor although has user-defined  
            destructor  
        public nothrow default void operator=(Exception&&);  
            // generate move assignment although has user-defined  
            destructor  
        public nothrow virtual ~Exception()  
        {  
        }  
        public virtual string ToString() const  
        {  
            string s = exceptionType;  
            if (!file.IsEmpty())  
            {  
                s.Append(" at ");  
            }  
        }  
    }  
}
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        s.Append(file);
        if (line != 0)
        {
            s.Append(" ' line ");
            s.Append(ToString(line));
        }
        else
        {
            s.Append('\'');
        }
    }
    s.Append(":\n");
    s.Append(message);
    s.Append("\n");
    if (!callStack.IsEmpty())
    {
        s.Append(callStack);
    }
    return s;
}
public nothrow const string& ExceptionType() const
{
    return exceptionType;
}
public nothrow void SetExceptionType(const string& exceptionType_)
{
    exceptionType = exceptionType_;
}
public nothrow const string& Message() const
{
    return message;
}
public nothrow const string& File() const
{
    return file;
}
public nothrow int Line() const
{
    return line;
}
public nothrow void SetFile(const string& file_)
{
    file = file_;
}
public nothrow void SetLine(int line_)
{
    line = line_;
}
public nothrow void SetCallStack(const string& callStack_)
{
    callStack = callStack_;
}
}

```

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    private string exceptionType;
    private string message;
    private string file;
    private int line;
    private string callStack;
}

public class ExceptionPtr
{
    publicnothrow ExceptionPtr() : exceptionId(0), exception(null)
    {
    }
    suppress ExceptionPtr(const ExceptionPtr&);
    suppress void operator=(const ExceptionPtr&);
    publicnothrow ExceptionPtr(ExceptionPtr&& that) : exceptionId(
        that.exceptionId), exception(that.exception)
    {
        that.exceptionId = 0;
        that.exception = null;
    }
    publicnothrow void operator=(ExceptionPtr&& that)
    {
        Swap(exceptionId, that.exceptionId);
        Swap(exception, that.exception);
    }
    publicnothrow ExceptionPtr(int exceptionId_, Exception*
        exception_) : exceptionId(exceptionId_), exception(exception_)
    {
    }
    publicnothrow ~ExceptionPtr()
    {
        if (exception != null)
        {
            delete exception;
        }
    }
    publicnothrow inline bool HasException() const
    {
        return exceptionId != 0 && exception != null;
    }
    publicnothrow inline int ExceptionId() const
    {
        return exceptionId;
    }
    publicnothrow Exception* Release() const
    {
        Exception* ex = exception;
        exception = null;
        exceptionId = 0;
        return ex;
    }
    private int exceptionId;
    private Exception* exception;
}

```

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    }

    public noexcept ExceptionPtr CaptureCurrentException()
    {
        int current_exception_id = get_current_exception_id();
        if (current_exception_id != 0)
        {
            set_current_exception_captured();
            set_current_exception_id(0);
        }
        return ExceptionPtr(current_exception_id, cast<Exception*>(
            get_current_exception_addr()));
    }

    public void RethrowException(ExceptionPtr& capturedException)
    {
        if (capturedException.HasException())
        {
            set_current_exception_id(capturedException.ExceptionId());
            set_current_exception_addr(capturedException.Release());
        }
        else
        {
            throw Exception("exception ptr has no exception");
        }
    }
}

```