Try - catch

- 1, Try catch is to handle the unexpected issues at runtime Eg below
 - Cannot read or write the file
 - unable to connect to database due to network issues
 - due to wrong inputs from user
- 2, To know about the exception s hover over constructor to get all exceptions

- 3, Best Practice: Catch specific exceptions first and generic to the last
- 4, only one catch block is executed among multiple.

```
static void Main(string[] args)
    try
        // currently there is file sample.txt in \bin\debug
        //renamed here to create exception
        StreamReader myStreamReader = new StreamReader(@"sample1.txt");
        string line = "";
        while (line != null)
            line = myStreamReader.ReadLine();
            if (line != null)
                Console.WriteLine(line);
        myStreamReader.Close();
    catch (DirectoryNotFoundException de)
        Console.WriteLine("Couldn't find the file, are u sure directory exists");
    catch (FileNotFoundException fe)
    {
        // here in this case it will come here and go to finally , at a time only one catch is executed
        Console.WriteLine("Couldn't find the file, are u sure you're looking for the correct file ");
    catch (Exception unExpectedException)
        Console.WriteLine("unExpectedException happened");
    }
   finally {
    // perform any cleanup or close the connections
    Console.ReadLine();
}
```