



# Error Handling

Chapter 10 – Professional C#  
<https://csharp.christiannagel.com>

# Topics

Exceptions...

try/catch

try/finally

Exception Filters

Caller Information

# Exception Class

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- Error Number
- Message
- Source
- Stack Trace

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# Predefined Exception Types

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- ArgumentException
- ArgumentNullException
- ArgumentOutOfRangeException
- NotSupportedException
- StackOverflowException
- OverflowException
- FileLoadException
- TaskCanceledException
- ...

# User Defined Exception Types

- Derive from Exception base class
- or any other predefined Exception type

# try/catch/finally

```
try
{
    // code for normal execution
}
catch
{
    // error handling
}
finally
{
    // clean up
}
```

# Multiple Catch Blocks

```
try
{
    //...
    string? userInput = Console.ReadLine();
    //...

    int index = Convert.ToInt32(userInput);

    if (index < 0 || index > 5)
    {
        throw new IndexOutOfRangeException($"You typed in {userInput}");
    }
}
catch (IndexOutOfRangeException ex)
{
    //...
}
catch (Exception ex)
{
    //...
}
```

# Exception Filters

- Filter exception to not catch all exceptions of a type

```
try
{
    ThrowWithErrorCode(405);
}
catch (MyCustomException ex) when (ex.ErrorCode == 405)
{
    Console.WriteLine($"Exception caught with filter {ex.Message} " +
        $"and {ex.ErrorCode}");
}
catch (MyCustomException ex)
{
    Console.WriteLine($"Exception caught {ex.Message} and {ex.ErrorCode}");
}
```



# Re- throwing Exceptions

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- Use throw instead of throw ex
- Changing the exception: assign the inner exception

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# Caller Information

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- CallerLineNumber
- CallerFilePath
- CallerMemberName

# Guidelines

- Don't catch exceptions of type `Exception` without rethrowing
- Don't throw `Exception`, use derived types
- Use *throw* instead of *throw ex*