

# System.UnhandledExceptionHandler Delegate

```
[ILAsm]
.class public sealed serializable UnhandledExceptionHandler
extends System.Delegate { .method public hidebysig newslot virtual
instance void Invoke(object sender, class
System.UnhandledExceptionEventArgs e) }

[C#]
public delegate void UnhandledExceptionHandler(object sender,
UnhandledExceptionEventArgs e);
```

## Assembly Info:

- *Name:* mscorlib
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00]
- *Version:* 2.0.x.x
- *Attributes:*
  - CLSCompliantAttribute(true)

## Implements:

- **System.ICloneable**

## Summary

Defines the shape of methods that handle the event that is raised by the system for uncaught exceptions.

## Parameters

Parameter	Description
<i>sender</i>	The application domain that handled the System.AppDomain.UnhandledException event.
<i>e</i>	A System.UnhandledExceptionEventArgs that contains the event data.

## Inherits From: System.Delegate

**Library:** RuntimeInfrastructure

## Description

A System.UnhandledExceptionHandler instance can only be specified for the default application domain that is created by the system to execute an application. Specifying a System.UnhandledExceptionHandler for a

`System.AppDomain` created by an application has no effect.

[*Note:* A `System.UnhandledExceptionHandler` instance is used to specify methods that are invoked in response to exceptions that are not caught. To associate an instance of `UnhandledExceptionHandler` with an application domain, add the `UnhandledExceptionHandler` to the `System.AppDomain.UnhandledException` event. The methods referenced by the `UnhandledExceptionHandler` instance are invoked whenever an object, typically a `System.Exception`, is thrown and is not caught.]

[*Note:* For additional information about events, see Partitions I and II of the CLI Specification.]