# System.ObjectDisposedException Class

```
[ILAsm]
.class public serializable ObjectDisposedException extends
System.InvalidOperationException

[C#]
public class ObjectDisposedException: InvalidOperationException
```

**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)

**Summary**

Represents the error that occurs when an operation is performed on a disposed object.

**Inherits From: System.InvalidOperationException**

**Library:** BCL

**Thread Safety:** All public static members of this type are safe for multithreaded operations. No instance members are guaranteed to be thread safe.

**Description**

[*Note:* For additional information about disposing objects, see the `System.IDisposable` interface.]

**Example**

The following example demonstrates an error that causes the `System.ObjectDisposedException` exception to be thrown.

[C#]

```
using System;
using System.IO;

public class ObjectDisposedExceptionTest {
   public static void Main() {
```

```
        MemoryStream ms = new MemoryStream(16);
        ms.Close();
        try {
            ms.ReadByte();
        }
        catch (ObjectDisposedException e) {
            Console.WriteLine("Caught: {0}", e.Message);
        }
    }
}
```
The output is

```
Caught: Cannot access a closed Stream.
```

# ObjectDisposedException(System.String) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(string
objectName)

[C#]
public ObjectDisposedException(string objectName)
```

## Summary

Constructs and initializes a new instance of the
`System.ObjectDisposedException` class.

## Parameters

| Parameter | Description |
|-----------|-------------|
| *objectName* | A `System.String` containing the name of the disposed object. |

## Description

This constructor initializes the `System.ObjectDisposedException.ObjectName`
property of the new instance using *objectName.* The
`System.ObjectDisposedException.Message` property is initialized to a system-
supplied message that describes the error and includes *objectname.* This
message takes into account the current system culture.

The `System.ObjectDisposedException.InnerException` property of the new
instance is initialized to `null`.

[*Note:* If *objectName* is `null`, the `System.ObjectDisposedException.Message`
property contains only an error message.]

## Example

The following example displays the error message of a
`System.ObjectDisposedException` instance created using this constructor.

[C#]

```
using System;

public class ExampleDisposableObject: IDisposable {
 public static void Main() {
```

```
      ExampleDisposableObject obj = new ExampleDisposableObject();

      obj.Close();

      try {
      Console.WriteLine(obj);
      } catch (ObjectDisposedException e) {
      Console.WriteLine("Caught: {0}", e.Message);
      }
      }


      public ExampleDisposableObject() {
      isDisposed = false;
      }

      ~ExampleDisposableObject() {
      Dispose(true);
      }

      public void Close() {
      Dispose(true);
      }

      public void Dispose() {
      Dispose(true);
      }

      public void Dispose(bool disposing) {
      isDisposed = true;
      }

      public override String ToString() {
      if(isDisposed)
      throw new ObjectDisposedException("ExampleDisposableObject");
      else
      return "This is an instance of ExampleDisposableObject.";
      }

      private bool isDisposed;
      }
```

The output is

```
Caught: Cannot access a disposed object named
"ExampleDisposableObject".


Object name: "ExampleDisposableObject".
```

# ObjectDisposedException(System.String, System.String) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(string
objectName, string message)


[C#]
public ObjectDisposedException(string objectName, string message)
```

## Summary

Constructs and initializes a new instance of the
`System.ObjectDisposedException` class.

## Parameters

| Parameter | Description |
|---|---|
| *objectName* | A `System.String` containing the name of the disposed object. |
| *message* | A `System.String` that describes the error. The content of *message* is intended to be understood by humans. The caller of this constructor is required to ensure that this string has been localized for the current system culture. |

## Description

This constructor initializes the `System.ObjectDisposedException.Message`
property of the new instance using *message*, and the
`System.ObjectDisposedException.ObjectName` property using *objectName*. If
*message* is `null`, the `System.ObjectDisposedException.Message` property is
initialized to the system-supplied message provided by the constructor that takes
no arguments.

The `System.ObjectDisposedException.InnerException` property of the new
instance is initialized to `null`.

## Example

The following example throws a `System.ObjectDisposedException` instance
created using this constructor.

```
[C#]
```

```csharp
using System;

public class ExampleDisposableObject: IDisposable {
 public static void Main() {
```

```
ExampleDisposableObject obj = new ExampleDisposableObject();

obj.Close();

try {
Console.WriteLine(obj);
} catch (ObjectDisposedException e) {
Console.WriteLine("Caught: {0}", e.Message);
}
}


public ExampleDisposableObject() {
isDisposed = false;
}

~ExampleDisposableObject() {
Dispose(true);
}

public void Close() {
Dispose(true);
}

public void Dispose() {
Dispose(true);
}

public void Dispose(bool disposing) {
isDisposed = true;
}

public override String ToString() {
if(isDisposed) {
string message = "Oh-oh! This object has been disposed!";
string objectName = "ExampleDisposableObject";
throw new ObjectDisposedException(objectName, message);
}
else
return "Hello, World!";
}

private bool isDisposed;
}
```
The output is

```
Caught: Oh-oh! This object has been disposed!


Object name: "ExampleDisposableObject".
```

# ObjectDisposedException.Message Property

```
[ILAsm]
.property string Message { public hidebysig virtual specialname
string get_Message() }

[C#]
public override string Message { get; }
```

**Summary**

Gets the message that describes the error.

**Property Value**

A `System.String` that describes the error.

**Description**

If the `System.ObjectDisposedException.ObjectName` property is not `null`, the message includes the name of the object.

This property is read-only.

[*Note:* This property overrides `System.Exception.Message`.]

# ObjectDisposedException.ObjectName Property

```
[ILAsm]
.property string ObjectName { public hidebysig specialname instance
string get_ObjectName() }


[C#]
public string ObjectName { get; }
```

**Summary**

Gets the name of the disposed object.

**Property Value**

A `System.String` containing the name of the disposed object.

**Description**

[*Note:* If this property is not `null` or `System.String.Empty`, the value of this property is included in the string returned by the `System.ObjectDisposedException.Message` property.]

This property is read-only.