

# System.SystemException Class

```
[ILAsm]
.class public serializable SystemException extends System.Exception

[C#]
public class SystemException: Exception
```

## 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

System.SystemException is the base class for all exceptions defined by the system.

## Inherits From: System.Exception

**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

This class is provided as a means to differentiate between exceptions defined by the system versus exceptions defined by applications. [*Note:* For more information on exceptions defined by applications, see System.ApplicationException.]

[*Note:* System.SystemException does not provide information as to the cause of the Exception. In most scenarios, instances of this class should not be thrown. In cases where this class is instantiated, a human-readable message describing the error should be passed to the constructor.]

# SystemException() Constructor

```
[ILAsm]  
public rtspecialname specialname instance void .ctor()  
  
[C#]  
public SystemException()
```

## Summary

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

## Description

This constructor initializes the `System.SystemException.Message` property of the new instance to a system-supplied message that describes the error, such as "A system error has occurred." This message takes into account the current system culture.

The `System.SystemException.InnerException` property is initialized to `null`.

# SystemException(System.String) Constructor

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

[C#]
public SystemException(string message)
```

## Summary

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

## Parameters

Parameter	Description
<i>message</i>	A <code>System.String</code> that describes the error. The content of <i>message</i> 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.SystemException.Message` property of the new instance using *message*. If *message* is null, the `System.SystemException.Message` property is initialized to the system-supplied message provided by the constructor that takes no arguments. The `System.SystemException.InnerException` property is initialized to null.

# SystemException(System.String, System.Exception) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(string message, class
System.Exception innerException)

[C#]
public SystemException(string message, Exception innerException)
```

## Summary

Constructs and initializes a new instance of the System.SystemException class.

## Parameters

Parameter	Description
<i>message</i>	A System.String that describes the error. The content of <i>message</i> 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.
<i>innerException</i>	An instance of System.Exception that is the cause of the current Exception. If <i>innerException</i> is non-null, then the current Exception was raised in a catch block handling <i>innerException</i> .

## Description

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

[Note: For information on inner exceptions, see System.Exception.InnerException.]