System.UnhandledExceptionEventArgs Class

```
[ILAsm]
.class public serializable UnhandledExceptionEventArgs extends
System.EventArgs

[C#]
public class UnhandledExceptionEventArgs: EventArgs
```

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

Provides data for the event that is raised when an exception is not caught by the program code executing in an application domain.

Inherits From: System.EventArgs

Library: RuntimeInfrastructure

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

Description

`System.UnhandledExceptionEventArgs` provides access to the uncaught `System.Exception` and a property indicating whether the system will terminate the current process.

UnhandledExceptionEventArgs(System.Object, System.Boolean) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(object exception,
bool isTerminating)

[C#]
public UnhandledExceptionEventArgs(object exception, bool isTerminating)
```

Summary

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

Parameters

Parameter	Description
exception	The exception that was not caught.
isTerminating	`true` if the system will terminate the current process; otherwise, `false`.

Description

This constructor initializes the `System.UnhandledExceptionEventArgs.ExceptionObject` property using *exception*, and the `System.UnhandledExceptionEventArgs.IsTerminating` property using *isTerminating*.

UnhandledExceptionEventArgs.ExceptionObject Property

[ILAsm]

```
.property object ExceptionObject { public hidebysig specialname instance
object get_ExceptionObject() }
```

[C#]

```
public object ExceptionObject { get; }
```

Summary

Gets the uncaught exception.

Property Value

A `System.Object`, typically a `System.Exception`, that is the cause of the current event.

Description

This property is read-only.

UnhandledExceptionEventArgs.IsTerminating Property

[ILAsm]

```
.property bool IsTerminating { public hidebysig specialname instance bool
get_IsTerminating() }
```

[C#]

```
public bool IsTerminating { get; }
```

Summary

Gets a `System.Boolean` value indicating whether the system is terminating the current process.

Property Value

`true` if the system will end the current process as a result of the current unhandled exception; otherwise, `false`.

Description

This property is read-only.

[*Note:* This property returns `true` when an exception is received in, but not handled by, an application's main thread. This property also returns `true` if an unmanaged thread is executing managed code and receives an unhandled exception. `System.UnhandledExceptionEventArgs.IsTerminating` returns `false` for managed threads created by an application, and for unhandled exceptions thrown during object finalization.]