

# System.ApplicationException Class

```
[ILAsm]  
.class public serializable ApplicationException extends System.Exception  
  
[C#]  
public class ApplicationException: 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.ApplicationException is the base class for all exceptions defined by applications.

## 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 represents application-defined errors detected during the execution of an application. It is provided as a means of differentiating between exceptions defined by applications and exceptions defined by the system. [Note: For more information on exceptions defined by the system, see System.SystemException.]

[Note: System.ApplicationException 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.]

# ApplicationException() Constructor

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

## Summary

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

## Description

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

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

# ApplicationException(System.String)

## Constructor

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

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

### Summary

Constructs and initializes a new instance of the `System.ApplicationException` 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.ApplicationException.Message` property of the new instance using *message*. If *message* is null, the `System.ApplicationException.Message` property is initialized to the system-supplied message provided by the constructor that takes no arguments. The `System.ApplicationException.InnerException` property is initialized to null.

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

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

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

## Summary

Constructs and initializes a new instance of the `System.ApplicationException` 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.
<i>innerException</i>	An instance of <code>System.Exception</code> that is the cause of the current <code>Exception</code> . If <i>innerException</i> is non-null, then the current <code>Exception</code> was raised in a catch block handling <i>innerException</i> .

## Description

This constructor initializes the `System.ApplicationException.Message` property of the new instance using *message*, and the `System.ApplicationException.InnerException` property using *innerException*. If *message* is null, the `System.ApplicationException.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`.]