

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 <code>System.AppDomain.UnhandledException</code> event. |
| <i>e</i> | A <code>System.UnhandledExceptionEventArgs</code> 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.

1 Specifying a `System.UnhandledExceptionHandler` for a `System.AppDomain`
2 created by an application has no effect.

3
4 *[Note: A `System.UnhandledExceptionHandler` instance is used to specify*
5 *methods that are invoked in response to exceptions that are not caught. To associate an*
6 *instance of `UnhandledExceptionHandler` with an application domain, add the*
7 *`UnhandledExceptionHandler` to the `System.AppDomain.UnhandledException`*
8 *event. The methods referenced by the `UnhandledExceptionHandler` instance are*
9 *invoked whenever an object, typically a `System.Exception`, is thrown and is not*
10 *caught.]*

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