

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 <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.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`.]