

## Re: Try Finally...

**Source:** <http://coding.derkeiler.com/Archive/Delphi/comp.lang.pascal.delphi.misc/2004-10/0871.html>

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**From:** L D Blake (*not\_at\_any.adr*)

**Date:** 10/26/04

Date: Mon, 25 Oct 2004 20:02:41 -0400

On Mon, 25 Oct 2004 18:14:58 GMT, "Martin Harvey (Demon account)" <martin@nospam\_pergolesi.demon.co.uk> wrote:

>I'm amazed you folks are even having this argument. It's real simple.  
>The only real difficulty that is going on is understanding the  
>different viewpoint between language constructs and S.E.H. constructs.

By way of analogy we have two things going on here...

The engine and the car around the engine. While they work together, they are not the same thing.

SEH (Structured Exception Handling) is a stack based mechanism **\*\*administered by windows\*\*** for catching and dealing with code errors.

Try/Except and Try/Finally are the car around the SEH engine. This is a language level thing, implemented in the core system units of whatever language... in System.pas and Sysutils.pas in our case.

As you point out Martin... it is a mistake to think they are one and the same thing... SEH does code checking and error catching, then creates a call to the exception handler registered in the stack. It does this entirely without the knowledge or consent of the application or language code. Should an exception occur with no SEH frames on the stack, the system terminates at the unhandled exception handler. For the language's part, it's responsible for registering and removing SEH frames from the stack... the language (and to a lesser degree, user code) decides, on a case by case basis which exceptions are handled and which are not.

So Try/Except and Try/Finally are the conveyance around the SEH engine.

>Now ... as concerns continuing versus not continuing.... there are  
>several points where confusion may be present, and I'll attempt to  
>clear this up.  
>  
>- Skipping the subtleties, if I remember rightly, there are basically  
>three things that an S.E.H registered handler can do  
>

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- >– *continuing the program because the exception has been handled.*
- >– *continuing the search for an appropriate handler.*
- >– *stopping the whole shebang at that point, and terminating the app.*

Actually there's four...

- Handle the Exception and carry on
- Don't handle the exception and continue searching for a handler
- Unwind exceptions (remove SEH frames).

The actua