

Throw exception from getter

```
using System;

public class MyValue {
    public String Name;
}

class CardDeck {
    private MyValue[] Cards = new MyValue[52];

    public MyValue GetCard(int idx) {
        if ((idx >= 0) && (idx <= 51)) return Cards[idx]; else throw
        new IndexOutOfRangeException("Invalid Card"); } public static
    void Main(String[] args) { try { CardDeck PokerDeck = new
    CardDeck(); MyValue HiddenAce = PokerDeck.GetCard(53); } catch
    (IndexOutOfRangeException e) { Console.WriteLine(e.Message); }
    catch (Exception e) { Console.WriteLine(e.Message); } finally
    { // Cleanup code } } } [/csharp]
```