

System.ObjectDisposedException Class

```
[ILASM]
.class public serializable ObjectDisposedException extends
System.InvalidOperationException

[C#]
public class ObjectDisposedException :
InvalidOperationException
```

Assembly Info:

- Name: mscorlib
- Public Key: [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- Version: 1.0.x.x
- Attributes:
 - CLSCompliantAttribute(true)

Summary

Represents the error that occurs when an operation is performed on a disposed object.

Inherits From: System.InvalidOperationException

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

[Note: For additional information about disposing objects, see the **System.IDisposable** interface.]

Example

The following example demonstrates an error that causes the **System.ObjectDisposedException** exception to be thrown.

```
[C#]

using System;
using System.IO;

public class ObjectDisposedExceptionTest {
    public static void Main() {
```

```
1      MemoryStream ms = new MemoryStream(16);
2      ms.Close();
3      try {
4          ms.ReadByte();
5      }
6      catch (ObjectDisposedException e) {
7          Console.WriteLine("Caught: {0}", e.Message);
8      }
9  }
10 }
```

```
11      The output is
12
13      Caught: Cannot access a closed Stream.
14
```

```
15
```

ObjectDisposedException(System.String) Constructor

```
[ILASM]
public rtspecialname specialname instance void .ctor(string
objectName)

[C#]
public ObjectDisposedException(string objectName)
```

Summary

Constructs and initializes a new instance of the **System.ObjectDisposedException** class.

Parameters

Parameter	Description
<i>objectName</i>	A System.String containing the name of the disposed object.

Description

This constructor initializes the **System.ObjectDisposedException.ObjectName** property of the new instance using *objectName*. The **System.ObjectDisposedException.Message** property is initialized to a system-supplied message that describes the error and includes *objectname*. This message takes into account the current system culture.

The **System.ObjectDisposedException.InnerException** property of the new instance is initialized to **null**.

[Note: If *objectName* is **null**, the **System.ObjectDisposedException.Message** property contains only an error message.]

Example

The following example displays the error message of a **System.ObjectDisposedException** instance created using this constructor.

```
[C#]

using System;

public class ExampleDisposableObject: IDisposable {
```

```

1      public static void Main() {
2
3          ExampleDisposableObject obj = new
4      ExampleDisposableObject();
5
6          obj.Close();
7
8          try {
9              Console.WriteLine(obj);
10         } catch (ObjectDisposedException e) {
11             Console.WriteLine("Caught: {0}", e.Message);
12         }
13     }
14
15
16     public ExampleDisposableObject() {
17         isDisposed = false;
18     }
19
20     ~ExampleDisposableObject() {
21         Dispose(true);
22     }
23
24     public void Close() {
25         Dispose(true);
26     }
27
28     public void Dispose() {
29         Dispose(true);
30     }
31
32     public void Dispose(bool disposing) {
33         isDisposed = true;
34     }
35
36     public override String ToString() {
37         if(isDisposed)
38             throw new
39         ObjectDisposedException("ExampleDisposableObject");
40         else
41             return "This is an instance of ExampleDisposableObject.";
42     }
43
44     private bool isDisposed;
45 }
46

```

47 The output is

```

48
49 Caught: Cannot access a disposed object named
50 "ExampleDisposableObject".

```

1
2
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5

Object name: "ExampleDisposableObject".

ObjectDisposedException(System.String, System.String) Constructor

```
[ILASM]
public rtspecialname specialname instance void .ctor(string
objectName, string message)

[C#]
public ObjectDisposedException(string objectName, string
message)
```

Summary

Constructs and initializes a new instance of the **System.ObjectDisposedException** class.

Parameters

Parameter	Description
<i>objectName</i>	A System.String containing the name of the disposed object.
<i>message</i>	A System.String 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.ObjectDisposedException.Message** property of the new instance using *message*, and the **System.ObjectDisposedException.ObjectName** property using *objectName*. If *message* is **null**, the **System.ObjectDisposedException.Message** property is initialized to the system-supplied message provided by the constructor that takes no arguments.

The **System.ObjectDisposedException.InnerException** property of the new instance is initialized to **null**.

Example

The following example throws a **System.ObjectDisposedException** instance created using this constructor.

```
[C#]
using System;
```

```

1
2 public class ExampleDisposableObject: IDisposable {
3     public static void Main() {
4
5         ExampleDisposableObject obj = new
6         ExampleDisposableObject();
7
8         obj.Close();
9
10        try {
11            Console.WriteLine(obj);
12        } catch (ObjectDisposedException e) {
13            Console.WriteLine("Caught: {0}", e.Message);
14        }
15    }
16
17    public ExampleDisposableObject() {
18        isDisposed = false;
19    }
20
21    ~ExampleDisposableObject() {
22        Dispose(true);
23    }
24
25    public void Close() {
26        Dispose(true);
27    }
28
29    public void Dispose() {
30        Dispose(true);
31    }
32
33    public void Dispose(bool disposing) {
34        isDisposed = true;
35    }
36
37    public override String ToString() {
38        if(isDisposed) {
39            string message = "Oh-oh! This object has been disposed!";
40            string objectName = "ExampleDisposableObject";
41            throw new ObjectDisposedException(objectName, message);
42        }
43        else
44            return "Hello, World!";
45    }
46
47    private bool isDisposed;
48 }
49

```

50 The output is

51
52 Caught: Oh-oh! This object has been disposed!

1
2
3
4
5

Object name: "ExampleDisposableObject".

1 **ObjectDisposedException.Message** 2 **Property**

```
3   [ILASM]  
4   .property string Message { public hidebysig virtual  
5   specialname string get_Message() }  
  
6   [C#]  
7   public override string Message { get; }
```

8 **Summary**

9 Gets the message that describes the error.

10 **Property Value**

11

12 A **System.String** that describes the error.

13 **Description**

14 If the **System.ObjectDisposedException.ObjectName** property is
15 not **null**, the message includes the name of the object.

16
17 This property is read-only.

18
19 [*Note:* This property overrides **System.Exception.Message**.]

20

1 **ObjectDisposedException.ObjectName**

2 **Property**

```
3        [ILASM]  
4        .property string ObjectName { public hidebysig specialname  
5        instance string get_ObjectName() }  
  
6        [C#]  
7        public string ObjectName { get; }
```

8 **Summary**

9 Gets the name of the disposed object.

10 **Property Value**

11

12 A **System.String** containing the name of the disposed object.

13 **Description**

14 [Note: If this property is not **null** or **System.String.Empty**, the value
15 of this property is included in the string returned by the
16 **System.ObjectDisposedException.Message** property.]

17

18 This property is read-only.

19