

Code Standard 2.0 new objects outside of Try Block

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<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.general/2006-08/msg00867.html>

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 - *Date:* 9 Aug 2006 07:42:17 -0700
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I have question about code standards in VS 2005

I have been declaring objects before a try block in case I would ever want to refer to them in 'Catch' block. When I converted my apps to 2.0 I get warnings that objects have been declared, but not initialized. I've hesitated to actually 'New' an object outside of a try in the event of an exception occurring. For example, if I new up a Connection object with a connection string with an incorrect syntax it will throw an InvalidArgument exception.

What's a best practice for this?

(I don't use Try Blocks in every method, but when I do, I want to make sure that things are being trapped)

Thanks,

Gabe

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