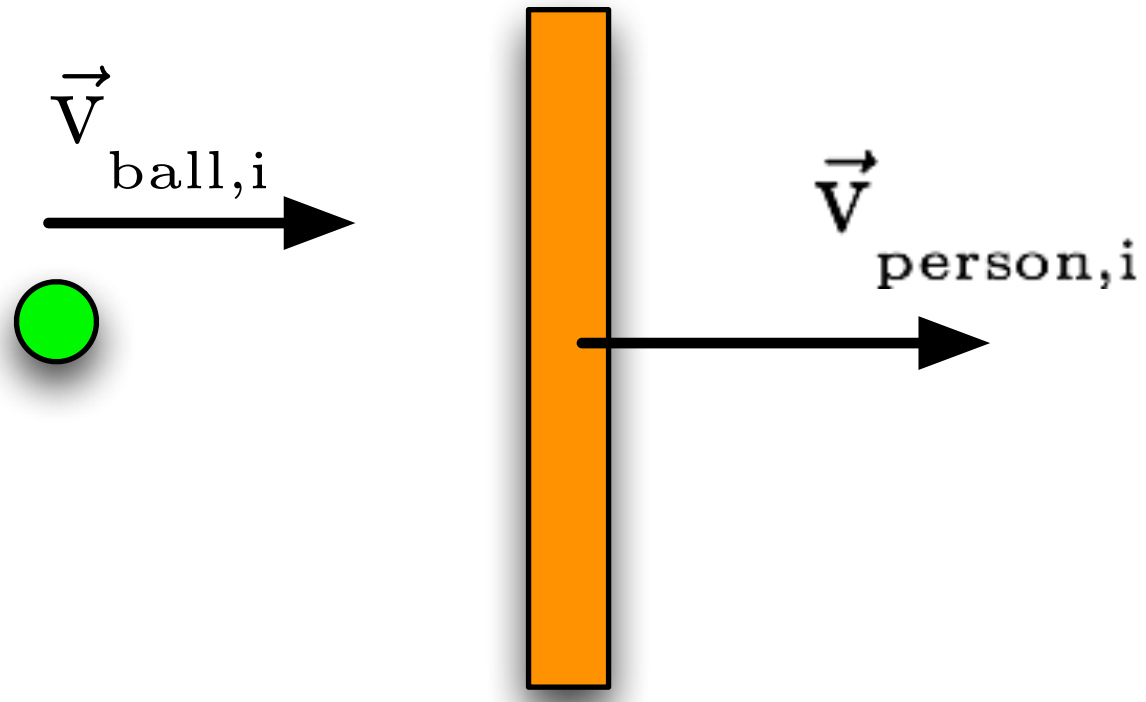


Before catch/throw



After catch/throw

