

## 61A Lecture 25

---

Wednesday, April 1

## Announcements

---

- Guerrilla Section 5 this weekend on Scheme & functional programming
  - Sunday 4/5 12:30pm – 2pm in 271 Soda
- Homework 7 due Wednesday 4/8 @ 11:59pm
- Quiz 2 released Tuesday 4/7 & due Thursday 4/9 @ 11:59pm
- Project 1, 2, & 3 composition revisions due Friday 4/13 @ 11:59pm
- New policy: Go to lab to earn back up to 5 lost midterm 2 points (some conditions apply)

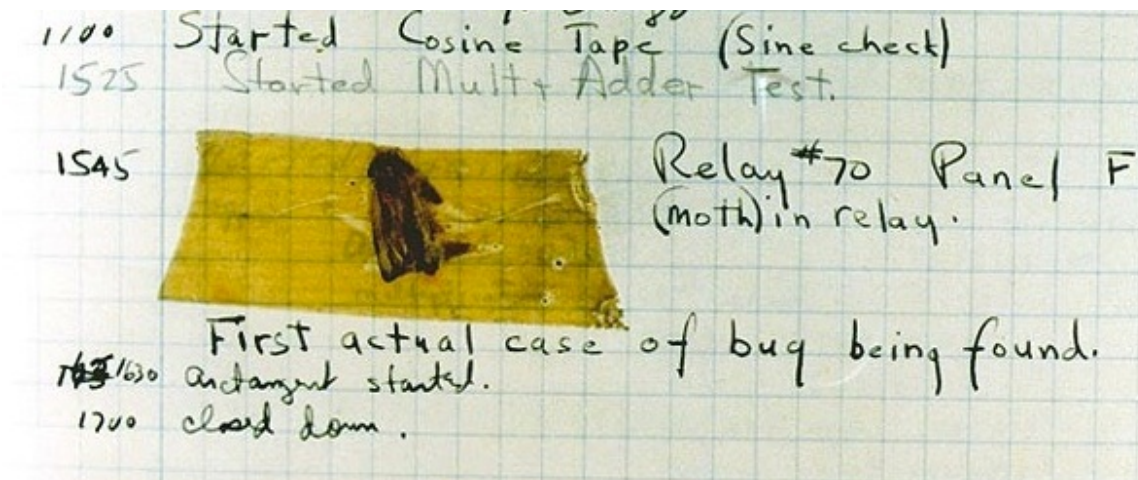
# Exceptions

## Today's Topic: Handling Errors

---

Sometimes, computer programs behave in non-standard ways

- A function receives an argument value of an improper type
- Some resource (such as a file) is not available
- A network connection is lost in the middle of data transmission



Grace Hopper's Notebook, 1947, Moth found in a Mark II Computer

## Exceptions

---

A built-in mechanism in a programming language to declare and respond to exceptional conditions

Python raises an exception whenever an error occurs.

Exceptions can be handled by the program, preventing the interpreter from halting.

Unhandled exceptions will cause Python to halt execution and print a stack trace.

### **Mastering exceptions:**

Exceptions are objects! They have classes with constructors.

They enable non-local continuations of control

If **f** calls **g** and **g** calls **h**, exceptions can shift control from **h** to **f** without waiting for **g** to return.

(Exception handling tends to be slow.)

## Raising Exceptions

## Assert Statements

---

Assert statements raise an exception of type `AssertionError`

```
assert <expression>, <string>
```

Assertions are designed to be used liberally. They can be ignored to increase efficiency by running Python with the `"-O"` flag; `"O"` stands for optimized

```
python3 -O
```

Whether assertions are enabled is governed by a bool `__debug__`

(Demo)

## Raise Statements

---

Exceptions are raised with a raise statement

```
raise <expression>
```

<expression> must evaluate to a subclass of BaseException or an instance of one

Exceptions are constructed like any other object. E.g., `TypeError('Bad argument!')`

`TypeError` -- A function was passed the wrong number/type of argument

`NameError` -- A name wasn't found

`KeyError` -- A key wasn't found in a dictionary

`RuntimeError` -- Catch-all for troubles during interpretation

(Demo)



## Try Statements

## Try Statements

---

Try statements handle exceptions

```
try:
    <try suite>
except <exception class> as <name>:
    <except suite>
...
```

### Execution rule:

The <try suite> is executed first

If, during the course of executing the <try suite>, an exception is raised that is not handled otherwise, and

If the class of the exception inherits from <exception class>, then

The <except suite> is executed, with <name> bound to the exception

## Handling Exceptions

---

Exception handling can prevent a program from terminating

```
>>> try:
    x = 1/0
except ZeroDivisionError as e:
    print('handling a', type(e))
    x = 0

handling a <class 'ZeroDivisionError'>
>>> x
0
```

**Multiple try statements:** Control jumps to the except suite of the most recent try statement that handles that type of exception

(Demo)

## WWPD: What Would Python Do?

---

How will the Python interpreter respond?

```
def invert(x):  
    inverse = 1/x # Raises a ZeroDivisionError if x is 0  
    print('Never printed if x is 0')  
    return inverse
```

```
def invert_safe(x):  
    try:  
        return invert(x)  
    except ZeroDivisionError as e:  
        return str(e)
```

```
>>> invert_safe(1/0)  
>>> try:  
...     invert_safe(0)  
... except ZeroDivisionError as e:  
...     print('Handled!')  
>>> invert_safe(1/0)
```

