## Chapter 5

## **Types of Errors**

### **Debugging**

Debugging refers to the process of finding and correcting bugs (errors) in your program.

### **Errors and Exceptions**

Errors and exception both disrupt a program and stop its execution.

Error ,called a bug in the code that prevents a program from compiling and running correctly.

Exception is a irregular unexpected situation occurring during execution on which programmer has no control

Real life example:

If you operate an ATM then

Entering a wrong pin is an error

Not that much amount in account is an exception

### **Types of Errors**

- 1. Compile time errors
  - a) Syntax errors
  - b) Semantics errors
- 2. Runtime errors
- 3. Logical errors

## Compile time Errors

Error that occur during compile time are compile time errors.

Two types of compile time errors are

#### 1. Syntax error

Syntax refers to the rules governing the construction of valid statements in a language

Syntax errors occur when rules of a programming language are misused that is when a grammatical rule of Python is violated

Eg: print "hello" is a syntax error missing parenthesis (correct code print ("hello"))

if x=(x\*y) # = is not a relational operator (correct code if x==(x\*y):

#### 2. Semantics errors

Semantics refers to the set of rules which give the meaning of a statement.

Semantic errors occur when statements are not meaningful

Example: x\*y=z #it should be z=x\*y

## Run Time errors

Errors that occur during the execution of a program are run time errors.

Some run time errors stop the execution of the programs which is then called program crashed or abnormally terminated.

Example: infinite loop

# **Logical Errors**

This error is caused because of the programmer's mistaken analysis of the problem he is trying to solve.

Example: use of variable before initialization, unmarked end for a loop.

Logical errors are basically sub category of runtime errors

## **Exercise**

- 1. Write and explain the compile time errors with example.
- 2. What is run time error?
- 3. Define logical error.
- 4. Define debugging and exception.