Error and Exception Handling in Python (with Decorators)

1. Introduction

Errors are inevitable in programming. Python provides exceptions to handle unexpected situations gracefully. Along with that, decorators can be used to wrap functions with reusable error-handling logic.

2. Types of Errors

1. Syntax Errors → detected before execution.

```
print("Hello" # SyntaxError
```

2. Runtime Errors (Exceptions) → occur during execution.

```
print(10 / 0) # ZeroDivisionError
```

3. Basic Exception Handling

```
try:
    num = int("abc")
except ValueError:
    print("Invalid input!")
```

4. Multiple Except Blocks

```
try:
    x = 10 / 0
except ZeroDivisionError:
    print("Division by zero!")
except ValueError:
    print("Invalid value!")
```

5. Catching Multiple Exceptions

```
num = int("abc")
```

```
except (ValueError, TypeError) as e:
    print("Error:", e)
6. Else and Finally
try:
    num = int("42")
except ValueError:
    print("Invalid number!")
else:
    print("Conversion successful:", num)
finally:
    print("Execution finished")
7. Raising Exceptions
def divide(a: float, b: float) -> float:
    if b == 0:
        raise ZeroDivisionError("Cannot divide by zero")
    return a / b
8. Custom Exceptions
class NegativeNumberError(Exception):
    """Raised when a negative number is used where not allowed"""
    pass
def factorial(n: int) -> int:
        raise NegativeNumberError("Factorial not defined for negatives")
    return 1 if n == 0 else n * factorial(n-1)
9. Assertions
x = -5
assert x >= 0, "x must be non-negative"
```

10. Using with for Safe Resources

```
try:
    with open("file.txt", "r") as f:
        data = f.read()
except FileNotFoundError:
    print("File does not exist")
```

11. Decorators in Error Handling

Decorators allow wrapping functions with extra functionality such as logging, retrying, or catching exceptions.

```
Example 1: Logging Exceptions
```

Example 2: Retrying Function on Exception

```
raise Exception(f"{func.__name__} failed after {times} retries")
        return wrapper
   return decorator
@retry(times=3)
def unstable_func(x: int) -> float:
    if x == 0:
        raise ValueError("x cannot be zero")
   return 10 / x
unstable_func(0)
Example 3: Validating Inputs with Decorators
def ensure_positive(func):
    @wraps(func)
    def wrapper(n: int):
        if n < 0:
            raise ValueError("Input must be positive")
        return func(n)
   return wrapper
@ensure_positive
def square_root(n: int) -> float:
   return n ** 0.5
print(square_root(16)) # 4.0
# square_root(-9) → raises ValueError
```

12. Best Practices

- Catch specific exceptions, not generic Exception.
- Use finally or with for resource cleanup.
- Define custom exceptions for clarity.
- Use decorators to centralize logging, retrying, and validation.

25 Exercises on Error & Exception Handling (with Decorators)

Beginner

- 1. Handle division by zero error in a function.
- 2. Catch ValueError when converting input to int.
- 3. Handle file not found error when opening a file.
- 4. Write code that handles IndexError in a list.
- 5. Catch multiple exceptions in a single try-except.

Intermediate

- 6. Use else block to print success when no exception occurs.
- 7. Use finally to ensure a closing message always prints.
- 8. Handle KeyError when accessing dictionary keys.
- 9. Write a program that handles TypeError in addition.
- 10. Implement safe file reading with with and try-except.

Advanced

- 11. Raise a ValueError if age entered is negative.
- 12. Define a PasswordError custom exception and use it in validation.
- 13. Use assert to validate that a number is positive.
- 14. Create a decorator that logs exceptions in functions.
- 15. Implement a retry decorator that retries failed function calls.

Applications

- 16. Create a function to divide two numbers with custom error messages.
- 17. Handle exceptions when parsing JSON data.
- 18. Write a BankAccount class that raises exceptions on overdraft.
- 19. Define a TemperatureError for invalid temperature inputs.
- 20. Wrap risky functions with a decorator to catch errors.

Challenge

- 21. Write a decorator that retries a function 3 times before failing.
- 22. Write a decorator that ensures function arguments are positive.
- 23. Create a decorator that converts exceptions into return values instead of raising them.
- 24. Implement a file manager class that handles all I/O exceptions.
- 25. Combine decorators: logging + retry + validation in one function.