



COMP110: Principles of Computing

8: Exceptions and debugging

Learning outcomes

- ▶ **Explain** the usefulness of exceptions and assertions in writing robust software
- ▶ **Write** Python programs that throw and catch exceptions
- ▶ **Use** the PyCharm debugger to trace the execution of programs

Reading

E. Dijkstra, 1968. Go To Statement Considered Harmful.
Communications of the ACM, 11(3):147–148.

Modular program design



Modular program design

Modular program design

- ▶ Writing a piece of software as a **single long source file** is generally a bad idea

Modular program design

- ▶ Writing a piece of software as a **single long source file** is generally a bad idea
- ▶ Better to split the program into several self-contained files, i.e. **modules**

Modular program design

- ▶ Writing a piece of software as a **single long source file** is generally a bad idea
- ▶ Better to split the program into several self-contained files, i.e. **modules**
- ▶ Makes code easier to **navigate**

Modular program design

- ▶ Writing a piece of software as a **single long source file** is generally a bad idea
- ▶ Better to split the program into several self-contained files, i.e. **modules**
- ▶ Makes code easier to **navigate**
- ▶ Allows related classes and functions to be **grouped** together

Modular program design

- ▶ Writing a piece of software as a **single long source file** is generally a bad idea
- ▶ Better to split the program into several self-contained files, i.e. **modules**
- ▶ Makes code easier to **navigate**
- ▶ Allows related classes and functions to be **grouped** together
- ▶ Modules can often be **reused** between programs

Modular program design

- ▶ Writing a piece of software as a **single long source file** is generally a bad idea
- ▶ Better to split the program into several self-contained files, i.e. **modules**
- ▶ Makes code easier to **navigate**
- ▶ Allows related classes and functions to be **grouped** together
- ▶ Modules can often be **reused** between programs
- ▶ In compiled languages, can allow for faster iteration via **incremental recompilation**

Modules in Python

Modules in Python

- ▶ **Every** Python source file is a **module**

Modules in Python

- ▶ **Every** Python source file is a **module**
- ▶ Can be loaded using the `import` statement, just like built-in modules

Modules in Python

- ▶ **Every** Python source file is a **module**
- ▶ Can be loaded using the `import` statement, just like built-in modules

mymodule.py

```
def test():  
    print "Hello world!"
```

Modules in Python

- ▶ **Every** Python source file is a **module**
- ▶ Can be loaded using the `import` statement, just like built-in modules

mymodule.py

```
def test():  
    print "Hello world!"
```

program.py

```
import mymodule  
  
mymodule.test()
```


Modules vs programs

Modules vs programs

- ▶ How to tell if a Python file is a program or a module?

Modules vs programs

- ▶ How to tell if a Python file is a program or a module?
- ▶ Every Python file can be used as both, but you can check at runtime:

```
if __name__ == "__main__":  
    print "I am a program"  
else:  
    print "I am an imported module"
```

Modules vs programs

- ▶ How to tell if a Python file is a program or a module?
- ▶ Every Python file can be used as both, but you can check at runtime:

```
if __name__ == "__main__":  
    print "I am a program"  
else:  
    print "I am an imported module"
```

- ▶ `__name__` is a built-in variable (note the double underscores!)

Exceptions



Exceptions

Exceptions

- ▶ You've all seen them already...

Exceptions

- ▶ You've all seen them already...

```
Traceback (most recent call last):  
  File "<input>", line 1, in <module>  
IndexError: list index out of range
```


Exceptions

- ▶ You've all seen them already...

```
Traceback (most recent call last):  
  File "<input>", line 1, in <module>  
IndexError: list index out of range
```

- ▶ Some operations in a program can fail

Exceptions

- ▶ You've all seen them already...

```
Traceback (most recent call last):  
  File "<input>", line 1, in <module>  
IndexError: list index out of range
```

- ▶ Some operations in a program can fail
- ▶ Exceptions are a way of signalling that failure

Raising exceptions

Raising exceptions

```
def factorial(n):  
    if n < 0:  
        raise ValueError("Argument must be positive")
```

Raising exceptions

```
def factorial(n):  
    if n < 0:  
        raise ValueError("Argument must be positive")
```

- `ValueError` is a built-in class

Raising exceptions

```
def factorial(n):  
    if n < 0:  
        raise ValueError("Argument must be positive")
```

- ▶ `ValueError` is a built-in class
- ▶ Its initialiser takes one argument: a human-readable string describing the error

Raising exceptions

```
def factorial(n):  
    if n < 0:  
        raise ValueError("Argument must be positive")
```

- ▶ `ValueError` is a built-in class
- ▶ Its initialiser takes one argument: a human-readable string describing the error
- ▶ The exception is an **instance** of the `ValueError` class

Built-in exception types

<https://docs.python.org/2/library/exceptions.html>

Custom exception types

Custom exception types

```
class UnreticulatedSplineError(Exception):  
    def __init__(self, message):  
        Exception.__init__(self, message)  
  
...  
if not spline.is_reticulated():  
    raise UnreticulatedSplineError("Spline must be ←  
    reticulated")
```

Custom exception types

```
class UnreticulatedSplineError(Exception):  
    def __init__(self, message):  
        Exception.__init__(self, message)  
  
...  
if not spline.is_reticulated():  
    raise UnreticulatedSplineError("Spline must be ←  
    reticulated")
```

- Inherit from built-in class `Exception`

Custom exception types

```
class UnreticulatedSplineError(Exception):  
    def __init__(self, message):  
        Exception.__init__(self, message)  
  
...  
if not spline.is_reticulated():  
    raise UnreticulatedSplineError("Spline must be ←  
    reticulated")
```

- ▶ Inherit from built-in class `Exception`
- ▶ Just like any other class — can contain any required fields and methods

Catching exceptions

```
try:
    input_file = open(filename, "rt")
except IOError:
    print "Failed to open file, please select a ←
        different one"
```

Catching exceptions

```
try:
    input_file = open(filename, "rt")
except IOError:
    print "Failed to open file, please select a ↵
        different one"
```

- ▶ If anything inside the `try` block throws an `IOError` (or a subclass of `IOError`), the `except` block executes

Catching exceptions

```
try:
    input_file = open(filename, "rt")
except IOError:
    print "Failed to open file, please select a ↵
        different one"
```

- ▶ If anything inside the `try` block throws an `IOError` (or a subclass of `IOError`), the `except` block executes
- ▶ A `try` block can have several `except` blocks for different exception types

Catching exceptions

```
try:
    input_file = open(filename, "rt")
except IOError:
    print "Failed to open file, please select a ↵
        different one"
```

- ▶ If anything inside the `try` block throws an `IOError` (or a subclass of `IOError`), the `except` block executes
- ▶ A `try` block can have several `except` blocks for different exception types
- ▶ An uncaught exception kills the program

Exceptions and control flow

Exceptions and control flow

- ▶ Raising exception transfers control to the innermost matching `except` handler

Exceptions and control flow

- ▶ Raising exception transfers control to the innermost matching `except` handler
- ▶ This can result in breaking out of loops and functions

Exceptions and control flow

- ▶ Raising exception transfers control to the innermost matching `except` handler
- ▶ This can result in breaking out of loops and functions
- ▶ This can be powerful in the hands of a good programmer...

Exceptions and control flow

- ▶ Raising exception transfers control to the innermost matching **except** handler
- ▶ This can result in breaking out of loops and functions
- ▶ This can be powerful in the hands of a good programmer...
- ▶ ... or confusing in the hands of a bad one

Types of exceptions

There are two types of exceptions...

Types of exceptions

There are two types of exceptions...

- ▶ Those intended to catch **runtime errors** (e.g. missing files, insufficient resources, invalid input, ...)

Types of exceptions

There are two types of exceptions...

- ▶ Those intended to catch **runtime errors** (e.g. missing files, insufficient resources, invalid input, ...)
 - ▶ Good software should **catch** and **recover** from these

Types of exceptions

There are two types of exceptions...

- ▶ Those intended to catch **runtime errors** (e.g. missing files, insufficient resources, invalid input, ...)
 - ▶ Good software should **catch** and **recover** from these
- ▶ Those intended to catch **programmer errors** (e.g. type mismatch, index out of bounds, divide by zero, ...)

Types of exceptions

There are two types of exceptions...

- ▶ Those intended to catch **runtime errors** (e.g. missing files, insufficient resources, invalid input, ...)
 - ▶ Good software should **catch** and **recover** from these
- ▶ Those intended to catch **programmer errors** (e.g. type mismatch, index out of bounds, divide by zero, ...)
 - ▶ Generally best to let these crash the program so that the programmer can notice and fix them

Types of exceptions

There are two types of exceptions...

- ▶ Those intended to catch **runtime errors** (e.g. missing files, insufficient resources, invalid input, ...)
 - ▶ Good software should **catch** and **recover** from these
- ▶ Those intended to catch **programmer errors** (e.g. type mismatch, index out of bounds, divide by zero, ...)
 - ▶ Generally best to let these crash the program so that the programmer can notice and fix them
 - ▶ A commercially released program might catch them to allow the user to submit a bug report to the developer

Assertions

Assertions

- ▶ `AssertionError` is a special exception type for catching programmer errors

Assertions

- ▶ `AssertionError` is a special exception type for catching programmer errors
- ▶ Can be raised with the following syntax:

```
assert n > 0, "n must be positive"
```

Assertions

- ▶ `AssertionError` is a special exception type for catching programmer errors
- ▶ Can be raised with the following syntax:

```
assert n > 0, "n must be positive"
```

- ▶ The exception is raised if the condition is `False`

Assertions

- ▶ `AssertionError` is a special exception type for catching programmer errors
- ▶ Can be raised with the following syntax:

```
assert n > 0, "n must be positive"
```

- ▶ The exception is raised if the condition is `False`
- ▶ `assert` should **only** be used to catch programmer errors, therefore you should **never** try to handle `AssertionError` in a `try ... except` block

Assertions

- ▶ `AssertionError` is a special exception type for catching programmer errors
- ▶ Can be raised with the following syntax:

```
assert n > 0, "n must be positive"
```

- ▶ The exception is raised if the condition is `False`
- ▶ `assert` should **only** be used to catch programmer errors, therefore you should **never** try to handle `AssertionError` in a `try ... except` block
- ▶ In some programming languages, assertions are stripped out of “Release” builds — so avoid assertions with side-effects!

More options with try blocks

```
try:
    input_file = open(filename, "rt")
except IOError as err:
    print "File error:", err
else:
    print "This only executes if the try block did not ←
        raise an exception"
finally:
    print "This executes whether or not the try block ←
        raised an exception, even if there were ←
        uncaught exceptions"
```

It's easier to ask forgiveness than permission

It's easier to ask forgiveness than permission

I.e. it's better to catch exceptions than to use `if` statements to avoid them

It's easier to ask forgiveness than permission

I.e. it's better to catch exceptions than to use `if` statements to avoid them

```
try:  
    x = list[index]  
except IndexError:  
    x = None
```

This is “more Pythonic” than this:

It's easier to ask forgiveness than permission

I.e. it's better to catch exceptions than to use `if` statements to avoid them

```
try:  
    x = list[index]  
except IndexError:  
    x = None
```

This is “more Pythonic” than this:

```
if index >= 0 and index < len(list):  
    x = list[index]  
else:  
    x = None
```

The debugger



“Why doesn’t my program work?”

“Why doesn’t my program work?”

There are several ways to try and figure out what a program is doing:

“Why doesn’t my program work?”

There are several ways to try and figure out what a program is doing:

- ▶ Add **print statements** and/or **logging**

“Why doesn’t my program work?”

There are several ways to try and figure out what a program is doing:

- ▶ Add **print statements** and/or **logging**
- ▶ **Change** or **comment out** parts and see what the effect is

“Why doesn’t my program work?”

There are several ways to try and figure out what a program is doing:

- ▶ Add **print statements** and/or **logging**
- ▶ **Change** or **comment out** parts and see what the effect is
- ▶ **Trace** the execution of the program with pen and paper

“Why doesn’t my program work?”

There are several ways to try and figure out what a program is doing:

- ▶ Add **print statements** and/or **logging**
- ▶ **Change** or **comment out** parts and see what the effect is
- ▶ **Trace** the execution of the program with pen and paper

But there’s a better way...

What is a debugger?

What is a debugger?

A **debugger** is a set of tools built into an IDE, typically allowing the programmer to:

What is a debugger?

A **debugger** is a set of tools built into an IDE, typically allowing the programmer to:

- ▶ **Pause** a running program

What is a debugger?

A **debugger** is a set of tools built into an IDE, typically allowing the programmer to:

- ▶ **Pause** a running program
 - ▶ Manually (pause button)

What is a debugger?

A **debugger** is a set of tools built into an IDE, typically allowing the programmer to:

- ▶ **Pause** a running program
 - ▶ Manually (pause button)
 - ▶ “Run to cursor”

What is a debugger?

A **debugger** is a set of tools built into an IDE, typically allowing the programmer to:

- ▶ **Pause** a running program
 - ▶ Manually (pause button)
 - ▶ “Run to cursor”
 - ▶ Upon reaching a **breakpoint**, which may be **conditional**

What is a debugger?

A **debugger** is a set of tools built into an IDE, typically allowing the programmer to:

- ▶ **Pause** a running program
 - ▶ Manually (pause button)
 - ▶ “Run to cursor”
 - ▶ Upon reaching a **breakpoint**, which may be **conditional**
 - ▶ When an **exception** is raised and not handled

What is a debugger?

A **debugger** is a set of tools built into an IDE, typically allowing the programmer to:

- ▶ **Pause** a running program
 - ▶ Manually (pause button)
 - ▶ “Run to cursor”
 - ▶ Upon reaching a **breakpoint**, which may be **conditional**
 - ▶ When an **exception** is raised and not handled
- ▶ **Step** through the execution of the program, line by line

What is a debugger?

A **debugger** is a set of tools built into an IDE, typically allowing the programmer to:

- ▶ **Pause** a running program
 - ▶ Manually (pause button)
 - ▶ “Run to cursor”
 - ▶ Upon reaching a **breakpoint**, which may be **conditional**
 - ▶ When an **exception** is raised and not handled
- ▶ **Step** through the execution of the program, line by line
- ▶ **Inspect** the values of variables, and sometimes **change** them

What is a debugger?

A **debugger** is a set of tools built into an IDE, typically allowing the programmer to:


- ▶ **Pause** a running program
 - ▶ Manually (pause button)
 - ▶ “Run to cursor”
 - ▶ Upon reaching a **breakpoint**, which may be **conditional**
 - ▶ When an **exception** is raised and not handled
- ▶ **Step** through the execution of the program, line by line
- ▶ **Inspect** the values of variables, and sometimes **change** them
- ▶ View the **call stack**

Debugging in PyCharm


Debugging in PyCharm

- ▶ **Run** → **Debug** or the  button


Debugging in PyCharm

- ▶ **Run** → **Debug** or the  button
- ▶ To set a breakpoint, click in the left margin of the code — a red dot should appear


Debugging in PyCharm

- ▶ **Run** → **Debug** or the  button
- ▶ To set a breakpoint, click in the left margin of the code — a red dot should appear
- ▶ Stepping through code:


Debugging in PyCharm

- ▶ **Run** → **Debug** or the  button
- ▶ To set a breakpoint, click in the left margin of the code — a red dot should appear
- ▶ Stepping through code:
 - ▶ **Step over**: run to the next statement in the current function

Debugging in PyCharm

- ▶ **Run** → **Debug** or the  button
- ▶ To set a breakpoint, click in the left margin of the code — a red dot should appear
- ▶ Stepping through code:
 - ▶ **Step over**: run to the next statement in the current function
 - ▶ **Step into**: if the current statement is a function call, step into that function

Debugging in PyCharm

- ▶ **Run** → **Debug** or the  button
- ▶ To set a breakpoint, click in the left margin of the code — a red dot should appear
- ▶ Stepping through code:
 - ▶ **Step over**: run to the next statement in the current function
 - ▶ **Step into**: if the current statement is a function call, step into that function
 - ▶ **Step out**: run until the current function returns

Debugging in PyCharm

(demo)

Worksheet D

