

# 1. Try Block

A **try block** is used for **exception handling** — catching and managing **runtime errors**.

## Purpose

- To **test** code that might cause an error.
- To **handle** the error gracefully if it occurs.
- To **prevent** your program from crashing.

## Example

```
try:  
    x = int(input("Enter a number: "))  
    result = 10 / x  
    print(result)  
except ZeroDivisionError:  
    print("You can't divide by zero!")  
except ValueError:  
    print("That's not a valid number.")
```

## How it works:

- Python **tries** the code inside try:.
  - If an **invalid instruction** occurs (e.g., dividing by zero), Python **jumps** to the matching except block.
  - Execution **continues** after the try-except structure.
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## 2. If Block

An **if block** is used for **conditional branching** — deciding **which code path** to execute.

### Purpose

- To **check a condition**.
- To **branch execution** depending on whether the condition is True or False.

### Example

```
x = int(input("Enter a number: "))  
  
if x > 0:  
    print("Positive number")  
elif x < 0:  
    print("Negative number")  
else:  
    print("Zero")
```

### How it works:

- The condition after if is **evaluated**.
  - If it's True, that block runs.
  - If it's False, Python checks the next elif or else.
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## Key Difference

Feature	try block	if block
<b>Purpose</b>	Handle <b>unexpected runtime errors</b>	Control <b>program flow</b> based on conditions
<b>Triggers</b>	When something <b>goes wrong</b>	When a <b>condition is true</b>
<b>Syntax</b>	try: ... except:	if: ... elif: ... else:
<b>Used for</b>	Crashes, invalid input, network issues, missing files, etc.	Checking values, ranges, states, etc.
<b>Flow</b>	Jumps to except <b>only on error</b>	Always <b>evaluates conditions</b>

Here's a cheat sheet of common exceptions:

Exception Name	When It Happens / Description	Example
*ValueError	Function receives the right type but invalid value	<code>int("abc")</code>
*TypeError	Operation or function applied to an invalid type	<code>"hello" + 5</code>
*ZeroDivisionError	Division or modulo by zero	<code>10 / 0</code>
*IndexError	Accessing a list/tuple with an invalid index	<code>[1,2,3][5]</code>
*KeyError	Accessing a dictionary with a non-existent key	<code>{"a":1}["b"]</code>
*FileNotFoundError	Opening a file that doesn't exist	<code>open("nofile.txt")</code>
*IOError	General input/output problems	<code>open("/protected/file.txt")</code>
*AttributeError	Accessing a non-existent attribute of an object	<code>"abc".fake_method()</code>
*ImportError	Fails to import a module	<code>import non_existent_module</code>
*Exception	Base class for most built-in exceptions; can catch many errors	

```
try:
    1/0
except Exception:
    print("Error")
```

\* EXCEPTIONS ARE MOST COMMON IN AN INTRO COURSE.