

TX00FL42-3001

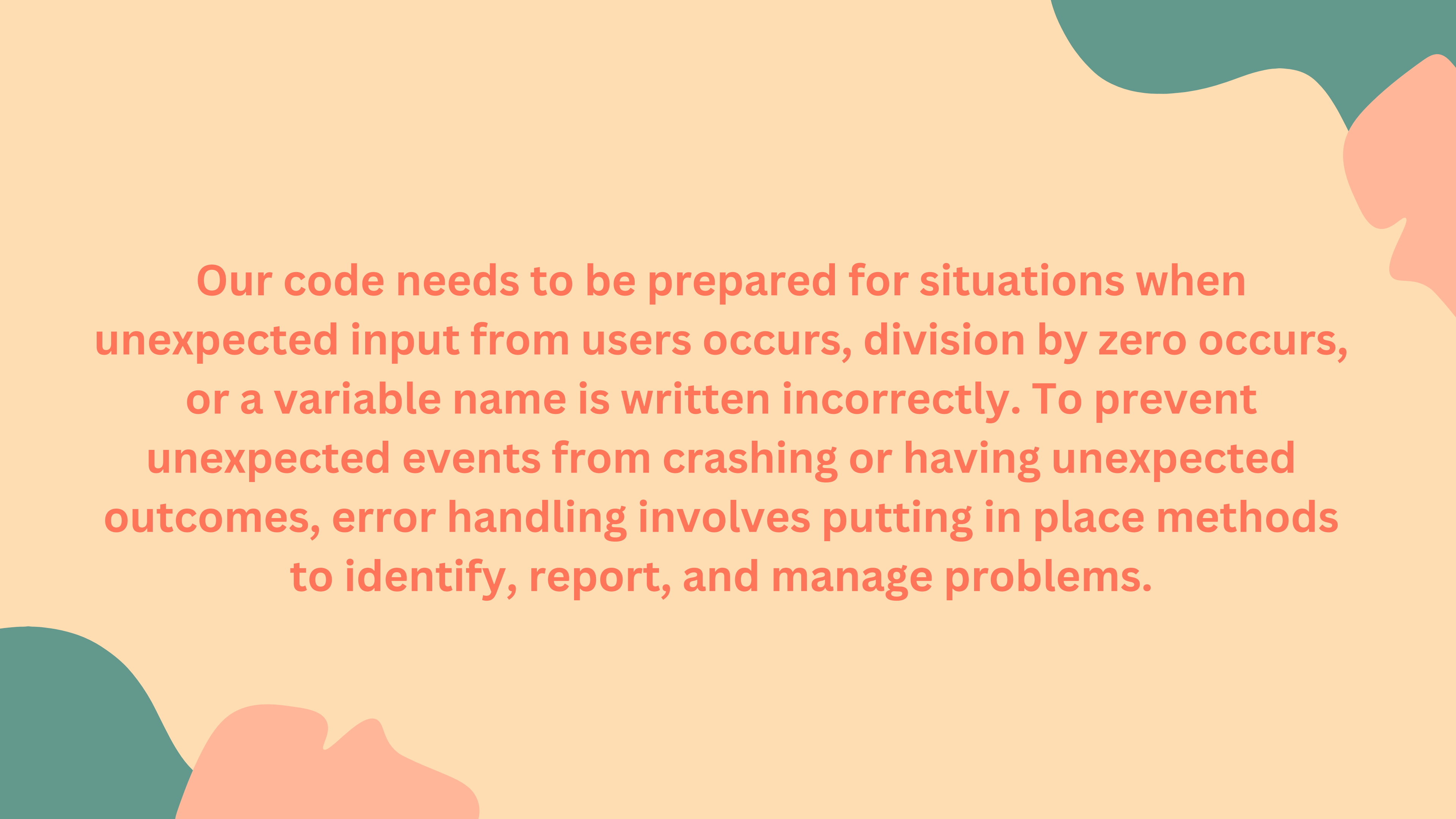
# ERROR HANDLING

MUATH OTHMAN



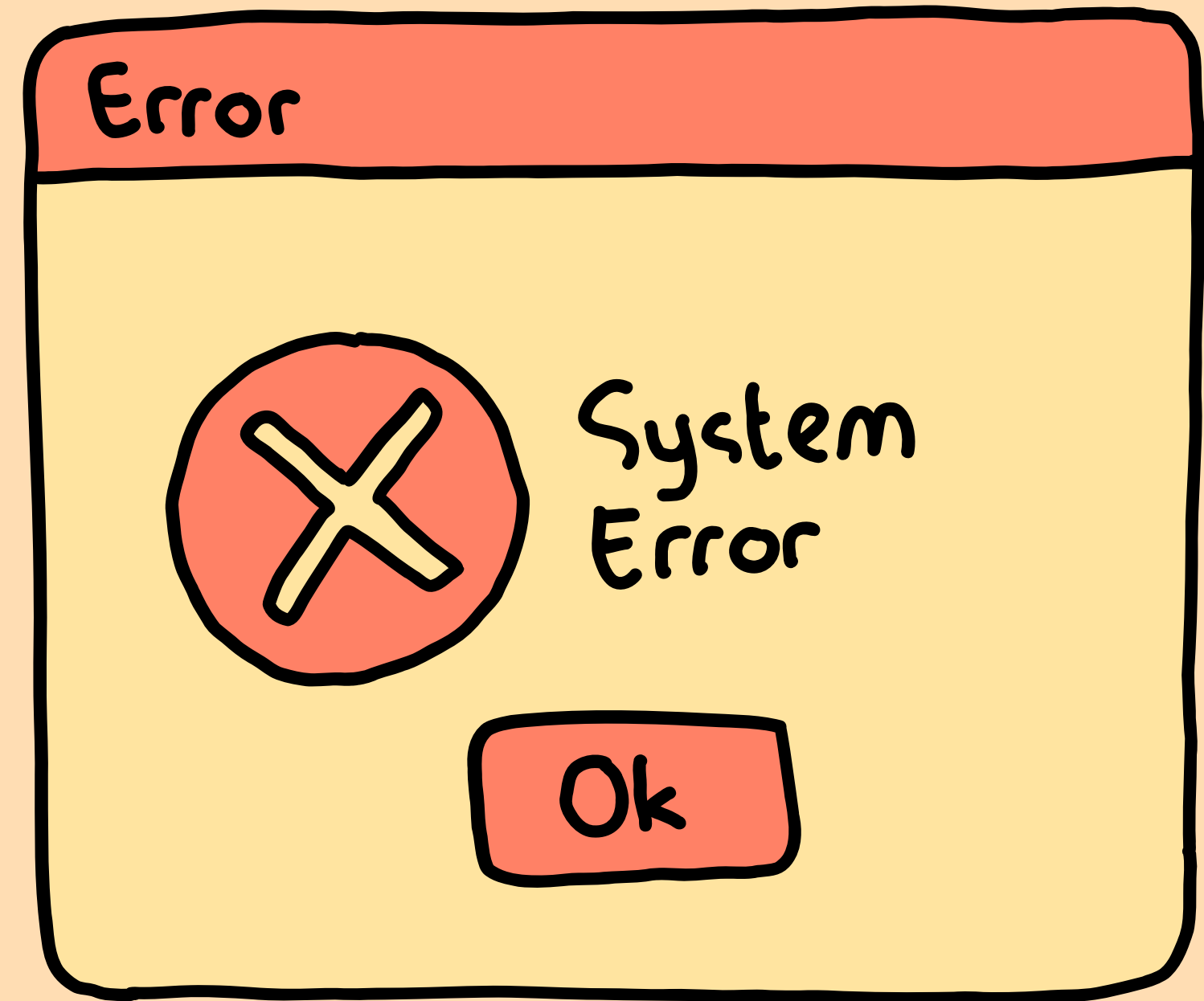
# WHAT IS ERROR HANDLING?



The background is a solid light orange color. It features abstract, organic shapes in teal and a darker orange. One teal shape is in the top right corner, and another is in the bottom left corner. A darker orange shape is on the right side, partially overlapping the teal shape. The text is centered in the middle of the slide.

**Our code needs to be prepared for situations when unexpected input from users occurs, division by zero occurs, or a variable name is written incorrectly. To prevent unexpected events from crashing or having unexpected outcomes, error handling involves putting in place methods to identify, report, and manage problems.**

# LET'S TAKE EXAMPLE



# EXAMPLE: MAIN



```
number1 = int(input("Enter a number: "))  
print(number1)
```

# EXAMPLE: MAIN



```
number1 = int(input("Enter a number: "))  
print(number1)
```

## LET'S PUT CHARACTER INSTEAD OF NUMBER

# EXAMPLE: CONSOLE

```
Enter a number: muath
```

```
Traceback (most recent call last):
```

```
  File "/Users/muathkhaleel/IdeaProjects/Lecture5/tryCatch.py", line 1, in <module>
```

```
    number1 = int(input("Enter a number: "))
```

```
ValueError: invalid literal for int() with base 10: 'muath'
```

# EXAMPLE: CONSOLE

```
Enter a number: muath
```

```
Traceback (most recent call last):
```

```
  File "/Users/muathkhaleel/IdeaProjects/Lecture5/tryCatch.py", line 1, in <module>
```

```
    number1 = int(input("Enter a number: "))
```

```
ValueError: invalid literal for int() with base 10: 'muath'
```



**NAME OF THE ERROR**



**HOW TO SOLVE IT?**

# SOLUTION

```
number1 = input("Enter a number: ")

# Check manually for each numeric value
if number1 == "0":
    number1 = int(number1)
    print(f"You entered the number: {number1}")
elif number1 == "1":
    number1 = int(number1)
    print(f"You entered the number: {number1}")
elif number1 == "2":
    number1 = int(number1)
    print(f"You entered the number: {number1}")
elif number1 == "3":
    number1 = int(number1)
    print(f"You entered the number: {number1}")
elif number1 == "4":
    number1 = int(number1)
    print(f"You entered the number: {number1}")
elif number1 == "5":
    number1 = int(number1)
    print(f"You entered the number: {number1}")
elif number1 == "6":
    number1 = int(number1)
    print(f"You entered the number: {number1}")
elif number1 == "7":
    number1 = int(number1)
    print(f"You entered the number: {number1}")
elif number1 == "8":
    number1 = int(number1)
    print(f"You entered the number: {number1}")
elif number1 == "9":
    number1 = int(number1)
    print(f"You entered the number: {number1}")
else:
    print("Invalid input! Please enter a valid number, not a character.")
```

# EXAMPLE: CONSOLE

```
Enter a number: muath
```

```
Traceback (most recent call last):
```

```
File "/Users/muathkhaleel/IdeaProjects/Lecture5/tryCatch.py", line 1, in <module>
```

```
    number1 = int(input("Enter a number: "))
```

```
ValueError: invalid literal for int() with base 10: 'muath'
```



**NAME OF THE ERROR**

# BETTER SOLUTION



```
try:
    x = int(input("Please enter a number: "))
    print(x)
except ValueError:
    print("Oops! That was no valid number. Try again...")
```

**LET'S CONTINUE  
OUR  
TVMAZE APP**