

Exceptions

Syntax Error VS Exception

```
print('Welcome Back!'))
```



Syntax errors are usually caused by typos or other mistakes like an extra) here

Syntax Error VS Exception

```
print('Welcome Back!'))
```



```
/Users/sarah/Desktop/file_reader.py
```

```
File "/Users/sarah/Desktop/file_reader.py", line 1
```

```
print('Welcome Back!'))  
^
```



The error output tells you where the error is.

```
SyntaxError: unmatched ')
```



And what the error is.

This Code Will Cause an Exception

```
acronyms = {'LOL': 'laugh out loud',  
            'IDK': "I don't know",  
            'TBH': 'to be honest'}
```

```
definition = acronyms['BTW']
```



*Exception errors happen
when the syntax is correct,
but when executing the code
an error occurs.*

This Code Will Cause an Exception

```
acronyms = {'LOL': 'laugh out loud',  
            'IDK': "I don't know",  
            'TBH': 'to be honest'}
```

```
definition = acronyms['BTW']
```



> Traceback (most recent call last): File "file_reader.py", line 9

```
    definition = acronyms['BTW']
```

~~~~~^ ^ ^ ^ ^ ^ ^

KeyError: 'BTW'

*Again the error output tells you where the error is.*

*And what type of error*

# We Can Catch Exceptions with a try/except Block

```
acronyms = {'LOL': 'laugh out loud',  
            'IDK': "I don't know",  
            'TBH': 'to be honest'}
```

```
try:
```

```
    definition = acronyms['BTW']
```

◀...

*Code that might cause an exception*

```
except:
```

```
    print('The key does not exist')
```

◀...

*Print an error message*

```
> The key does not exist
```

◀....

*The error message printed and  
now the program can keep running*

# The Format of a try/except Block

try:

*Code that might cause an exception*

except:

*Print an error message*

*The program continues as usual...*

# Flow of Control - Getting an Exception in Our Program

➡️ 1 `acronyms = {'LOL': 'laugh out loud',  
                  'IDK': 'I don't know',  
                  'TBH': 'to be honest'}`

➡️ 2 `def = acronym['BTW']`      ◀️ ...



*The program crashes or ends here  
because the Exception wasn't caught*

`print('The program keeps going...')`

> Traceback ... file\_reader.py", line 9, in <module>

    definition = acronym['BTW']

                  ~~~~~^ ^ ^ ^ ^ ^ ^

KeyError: 'BTW'

Flow of Control - Catching an Exception in Our Program

```
→1 acronyms = {'LOL': 'laugh out loud',  
              'IDK': "I don't know",  
              'TBH': 'to be honest'}  
  
→2 try:  
    def = acronyms['BTW']  
    print('Definition of ', acronym, ' is ', def)  
except:  
→3    print('The key ', acronym, ' does not exist')  
→4 print('The program keeps going...')
```

> The key BTW does not exist
The program keeps going...

Flow of Control - The Program Continues After the `try` Block

```
➔1 acronyms = {'LOL': 'laugh out loud',  
              'IDK': "I don't know",  
              'TBH': 'to be honest'}  
  
try:  
➔2     def = acronyms['LOL']  
➔3     print('Definition of ', acronym, ' is ', def)  
except:  
     print('The key ', acronym, ' does not exist')  
  
➔4 print('The program keeps going...')
```

> Definition of LOL is laugh out loud
The program keeps going...

Adding a finally

```
➔1 acronyms = {'LOL': 'laugh out loud',  
              'IDK': "I don't know",  
              'TBH': 'to be honest'}  
  
try:  
➔2     def = acronyms['BTW']  
     print('Definition of ', acronym, ' is ', def)  
except:  
➔3     print('The key ', acronym, ' does not exist')  
  
finally:  
➔4     print('The acronyms we have defined are:')  
     for acronym in acronyms:  
         print(acronym)  
➔5 print('The program keeps going...')
```

> The key BTW does not exist

The acronyms we have defined are:

LOL

IDK

TBH


The program keeps going..

The finally block will be executed no matter if the try block raises an error or not

Where Do Exceptions Come From?

As a Python Developer, you can raise (or throw) and exception if a condition occurs.

```
try:  
    definition = acronyms['BTW']  
except:  
    print('The key does not exist')
```



For example, the Python developer that wrote the source code for dictionaries decided to raise a `KeyError` Exception when a key doesn't exist.

Create a Program Where We Can Raise an Exception

```
def remainder_division(a, b):  
    result = a//b  
    remainder = a%b  
    print(a, '/', b, 'is', result,  
          'remainder', remainder)  
  
# Main program  
remainder_division(10, 3)
```

```
> 10 / 3 is 3 remainder 1
```

Getting an Exception in Our New Program

```
def remainder_division(a, b):  
    result = a//b  
    remainder = a%b  
    print(a, '/', b, 'is', result,  
          'remainder', remainder)  
  
# Main program  
remainder_division(10, 0)
```

```
> Traceback (most recent call last):  
  File "/Desktop/PythonCourse/  
division.py", line 29  
    remainder_division(10, 0)  
  File "/Desktop/PythonCourse/  
division.py", line 24, in  
    remainder_division  
        result = a//b  
                ~^^~
```

```
ZeroDivisionError: integer division  
or modulo by zero
```

Raising an Exception

```
def remainder_division(a, b):  
    if b == 0:  
        raise ZeroDivisionError  
  
    result = a//b  
    remainder = a%b  
    print(a, '/', b, 'is', result,  
          'remainder', remainder)  
  
# Main program  
remainder_division(10, 0)
```

```
> Traceback (most recent call last):  
  File "/Desktop/division.py", line 29  
remainder_division(10, 0)  
  File "/Desktop/division", line 22, in  
remainder_division  
    raise ZeroDivisionError  
ZeroDivisionError
```

Raising a *Custom* Exception

```
def remainder_division(a, b):  
    if b == 0:  
        raise Exception('Divisor cannot be 0')  
  
    result = a//b  
    remainder = a%b  
    print(a, '/', b, 'is', result,  
          'remainder', remainder)  
  
# Main program  
remainder_division(10, 0)
```

```
> Traceback (most recent call last):  
  File "/Desktop/division.py", line 29  
    remainder_division(10, 0)  
  File "/Desktop/division", line 22, in  
    remainder_division  
    raise Exception('The divisor cannot  
be 0')  
Exception: Divisor cannot be 0
```


Up Next:

Working with Files



Reading and Writing Files

Storing Software Acronyms in a Text File

input.txt

IDE - Integrated Development Environment

OOP - Object Oriented Programming

UX - User Experience

JSON - JavaScript Object Notation

FIFO - First In First Out

LIFO - Last In First Out

TDD - Test Driven Development

SaaS - Software as a Service

PaaS - Platform as a Service

IaaS - Infrastructure as a Service

...

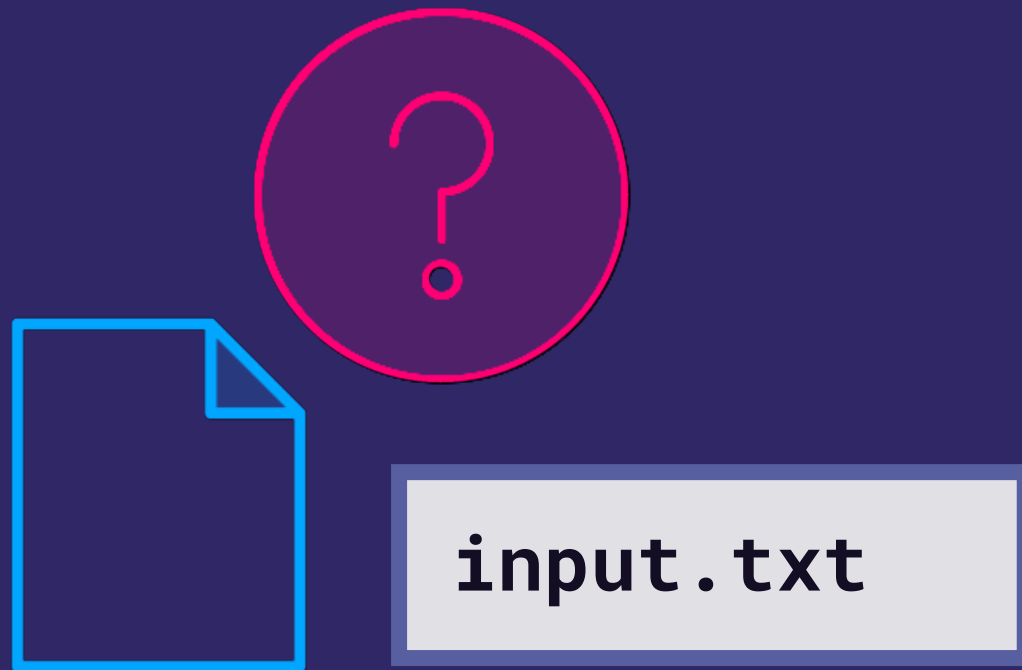
Clip of program running

Finding Software Acronyms in a Text File

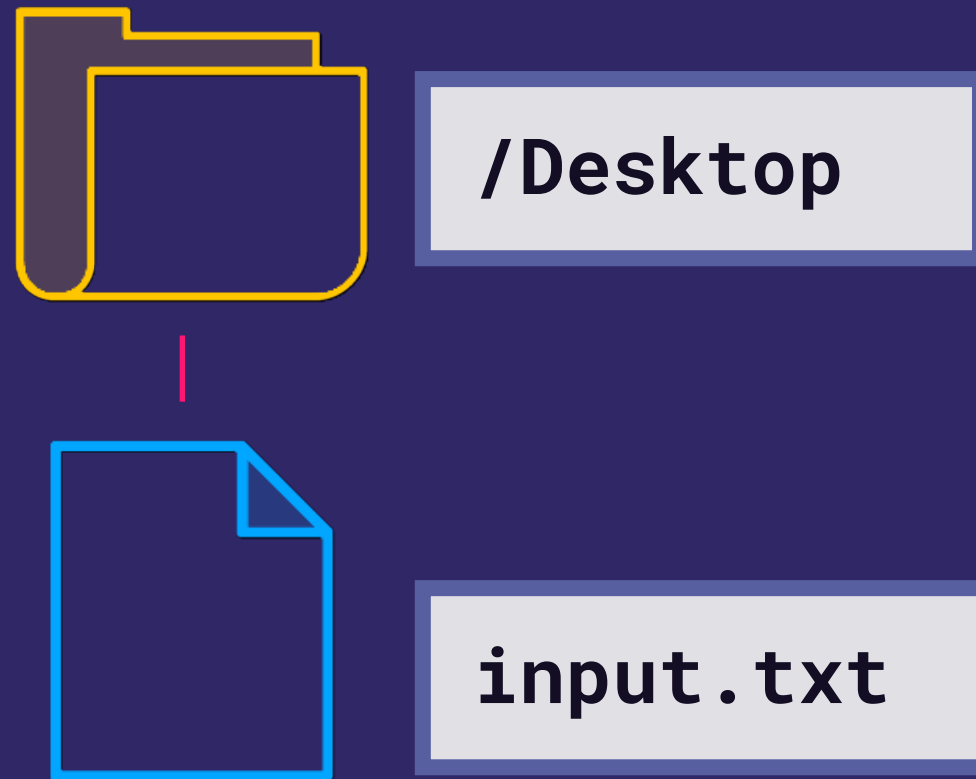
`acronyms.py`

- 1 Ask the user what acronym they want to look up?
- 2 Open the file
- 3 Read each line of the file
 - 4 Check if current acronym matches the user's acronym
 - 5 Print the definition

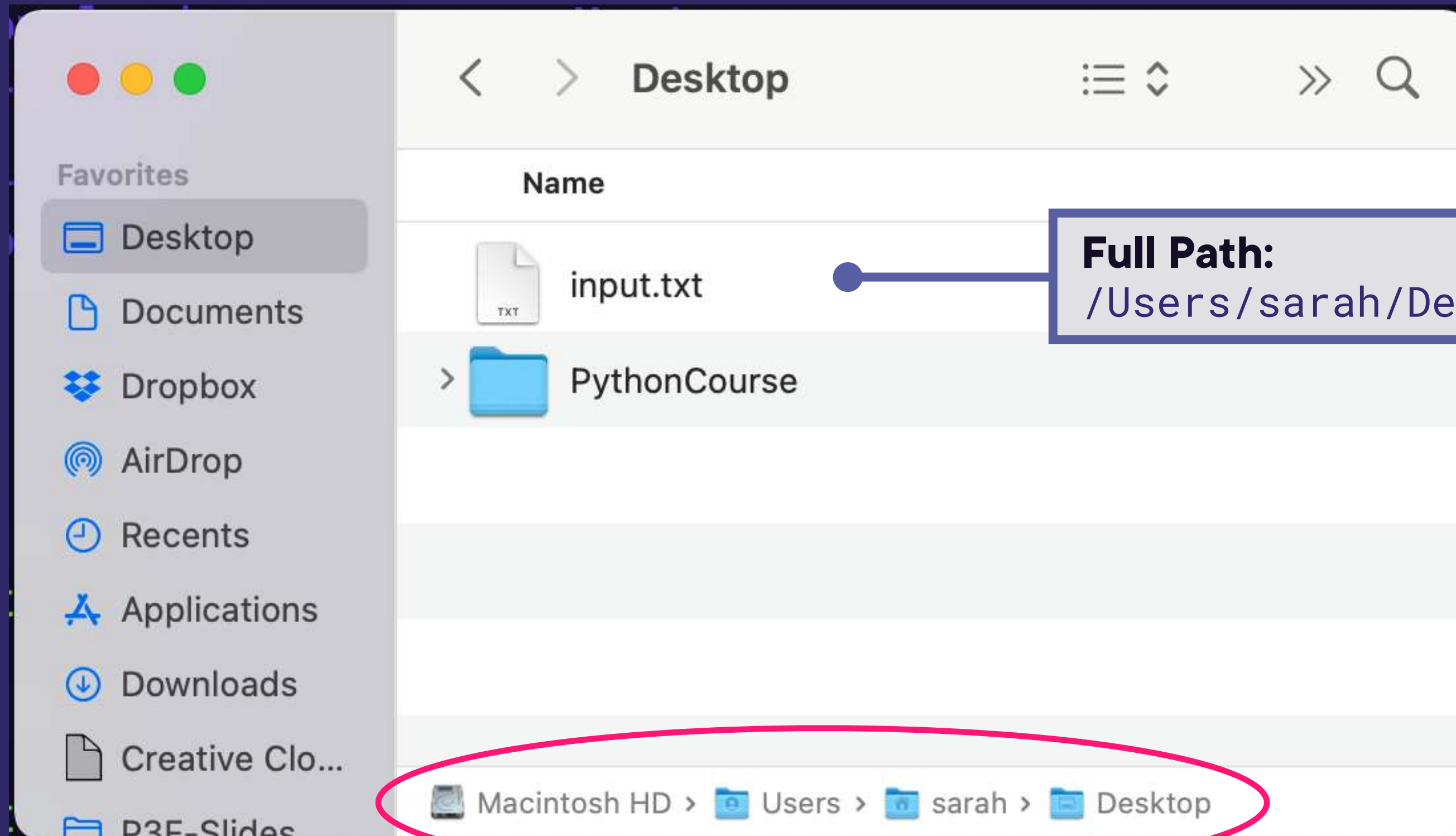
Where is our File? How to Navigate File Paths



Where is our File? How to Navigate File Paths



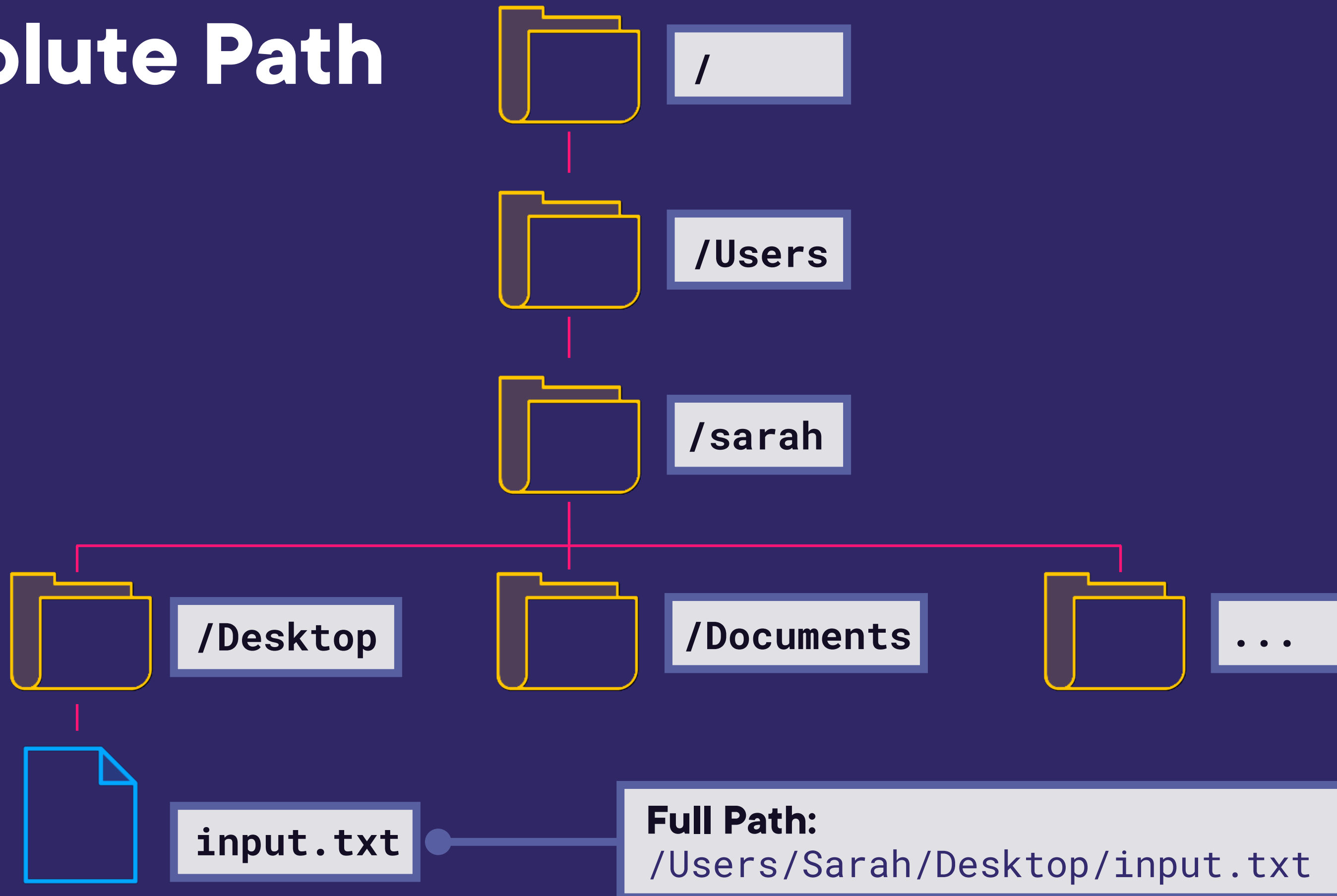
Where am I? How to Navigate File Paths



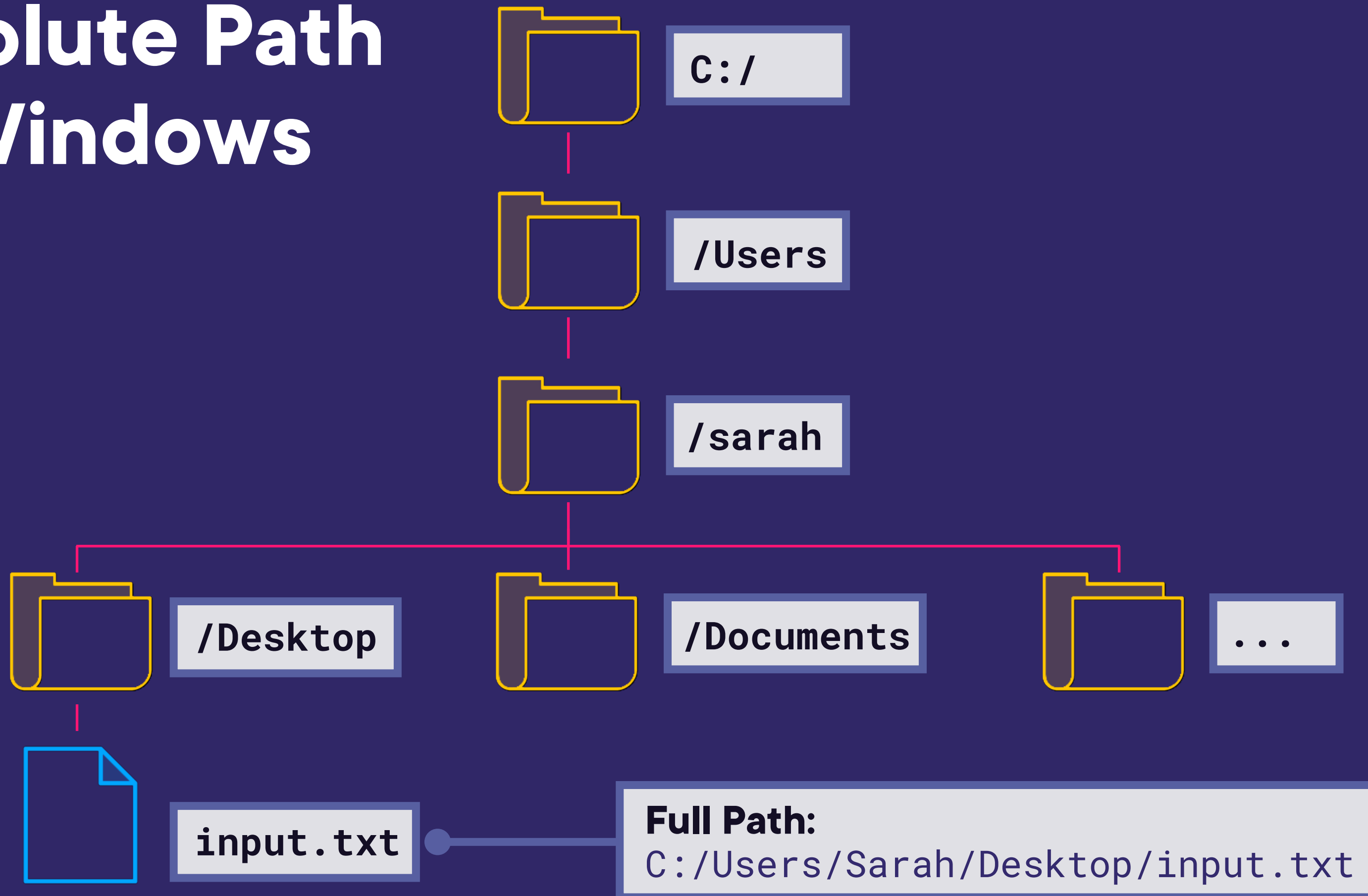
Full Path:

`/Users/sarah/Desktop/input.txt`

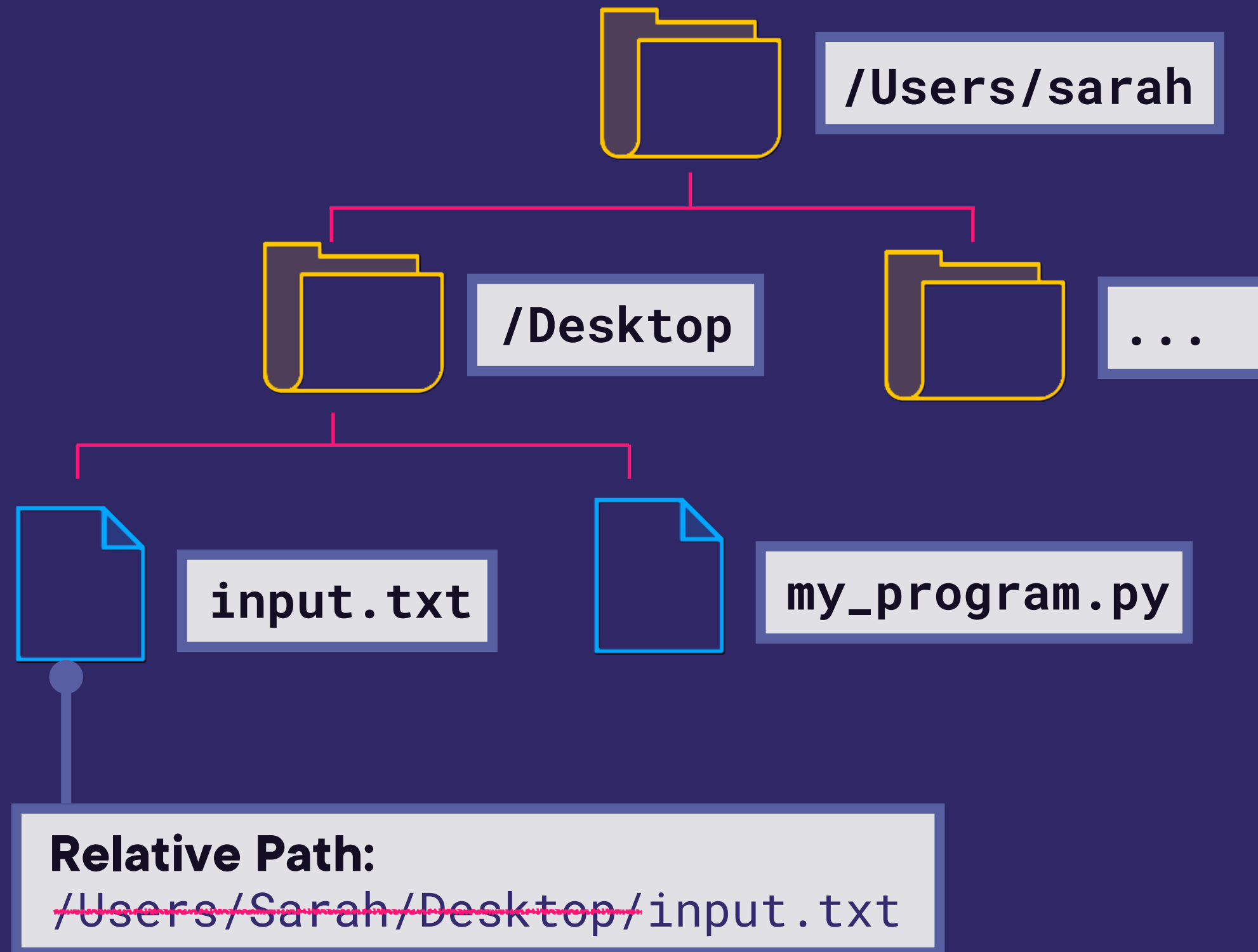
Absolute Path



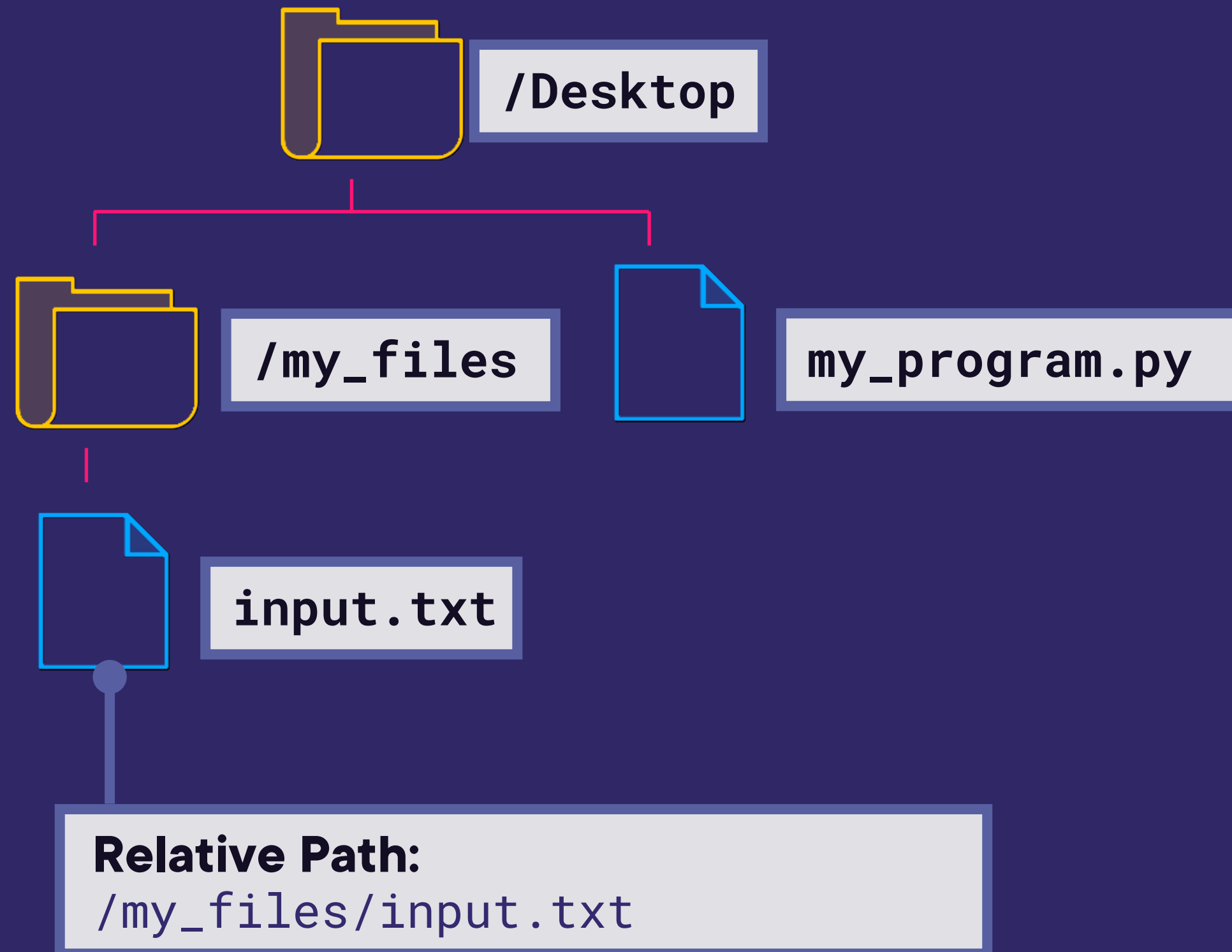
Absolute Path on Windows



Relative Path



Relative Path



Finding Acronyms in a Text File

`acronyms.py`

Ask the user what acronym they want to look up?

→ Open the file

Read each line of the file

 Check if current acronym matches the user's acronym

 Print the definition

Opening a File in Python

acronyms.py

```
file = open('acronyms.txt')
```



open() returns a File object that has methods like read() and write()

Opening a File in Python

acronyms.py

```
file = open('acronyms.txt')
```



It's very important to close() a File object that has been opened...

Opening a File in Python Using the Keyword `with`

acronyms.py

```
with open('acronyms.txt') as file:  
    # Do file operations here  
    ...
```

The `with` keyword makes sure the File is properly closed when the file operations are done even if an exception is raised.

A Longer Way to Close a File Without the Keyword `with`

acronyms.py

```
file = open('acronyms.txt')
try:
    # Do file operations here
    pass
finally:
    file.close()
    ...
```

The finally block makes sure the File is properly closed when the file operations are done even if an exception is raised.

Methods for Reading from a File Object — read()

acronyms.py

```
with open('acronyms.txt') as file:  
    result = file.read()  
print(result)
```



The read() method returns the whole file as a String by default. Or it will return the specified number of bytes.

```
> python3 greeting.py
```

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Methods for Reading from a File Object — readline()

acronyms.py

```
with open('acronyms.txt') as file:  
    result = file.readline()  
    print(result)  
  
result = file.readline()  
print(result)
```



The readline() method returns the next line of the file as a String.

```
> python3 acronyms.py
```

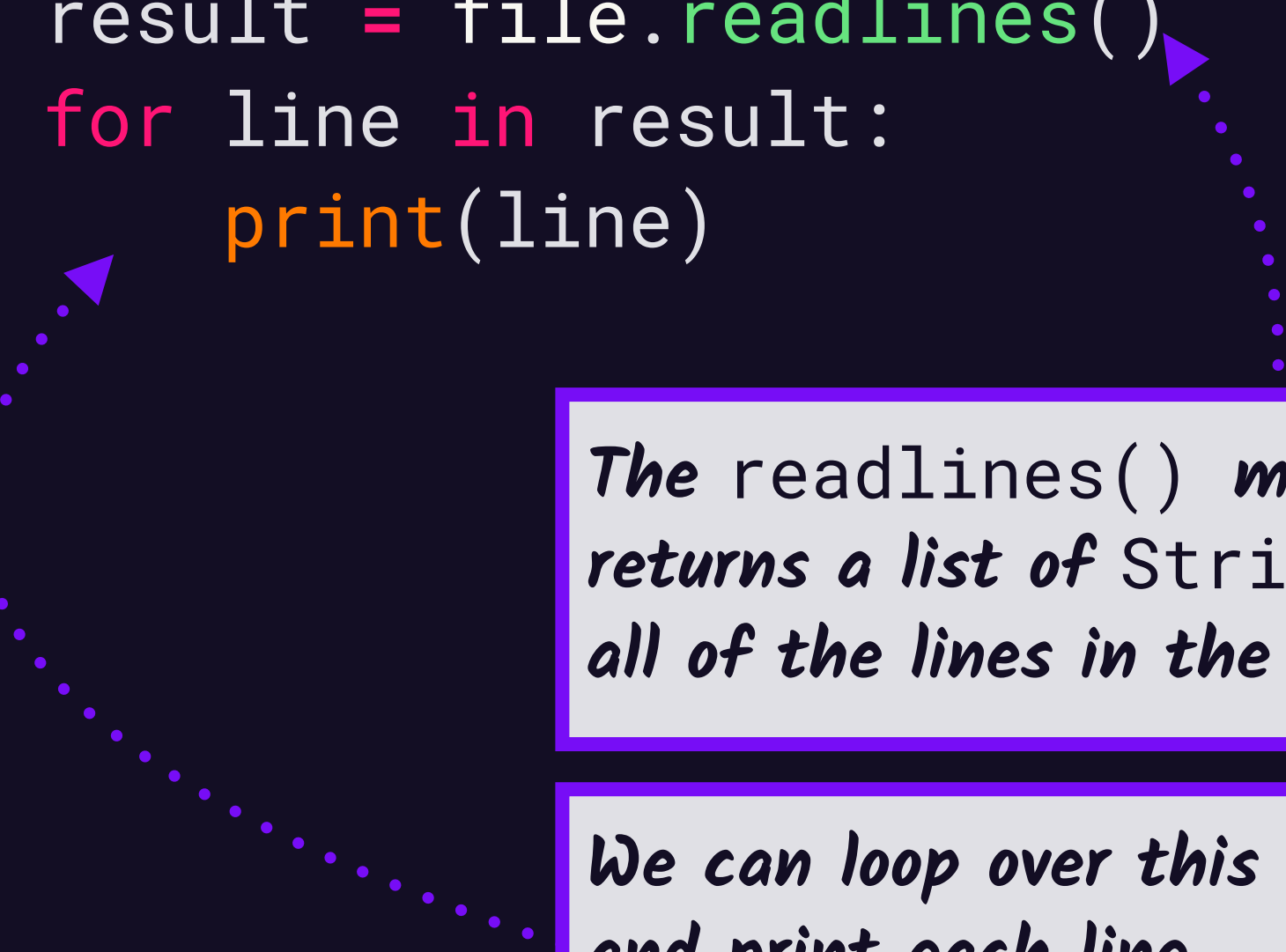
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Methods for Reading from a File Object — readlines()

acronyms.py

```
with open('acronyms.txt') as file:  
    result = file.readlines()  
    for line in result:  
        print(line)
```



A diagram consisting of two dotted purple lines with arrowheads. One line starts at the `result` variable in the `with open` statement and points to the `for line in result` loop. The other line starts at the `result` variable in the `file.readlines()` call and points to the `print(line)` statement.

The readlines() method returns a list of Strings of all of the lines in the file.

We can loop over this list and print each line.

```
> python3 acronyms.py
```

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...

Using a Loop to Read from a File Object

acronyms.py

```
with open('acronyms.txt') as file:  
    result = file.readlines()  
    for line in result: file:  
        print(line)
```




Since this type of loop is used so often there is a shortcut, we can just loop over the File Object.

Using a Loop to Read from a File Object

acronyms.py

```
with open('acronyms.txt') as file:  
  
    for line in file:  
        print(line)
```



Since this type of loop is used so often there is a shortcut, we can just loop over the File Object.

```
> python3 acronyms.py
```

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...

Finishing Our Program

`acronyms.py`

Ask the user what acronym they want to look up?

- Open the file
- Read each line of the file
- Check if current acronym matches the user's acronym
 Print the definition

Finishing Our Program

acronyms.py

```
look_up = input("What software acronym would you  
like to look up?\n")  
  
with open('acronyms.txt') as file:  
    for line in file:  
        if look_up in line:  
            print(line)
```

```
> python3 acronyms.py
```

What software acronym
would you like to look
up?

FIFO

First In First Out

Finishing Our Program

acronyms.py

```
look_up = input("What software acronym would you  
like to look up?\n")  
  
with open('acronyms.txt') as file:  
    for line in file:  
        if look_up in line:  
            print(line)  
            break
```

```
> python3 acronyms.py
```

What software acronym
would you like to look
up?

FIFO

First In First Out

Finishing Our Program

acronyms.py

```
look_up = input("What software acronym would you  
like to look up?\n")
```

```
found = False
```

```
with open('acronyms.txt') as file:  
    for line in file:  
        if look_up in line:  
            print(line)  
            found = True  
            break
```

```
if not found:  
    print('The acronym does not exist')
```

```
> python3 acronyms.py
```

```
What software acronym  
would you like to look  
up?
```

```
FIFO
```

```
First In First Out
```

Up Next:

Demo:

**Improve Our Program &
Write New Acronyms to Our File**

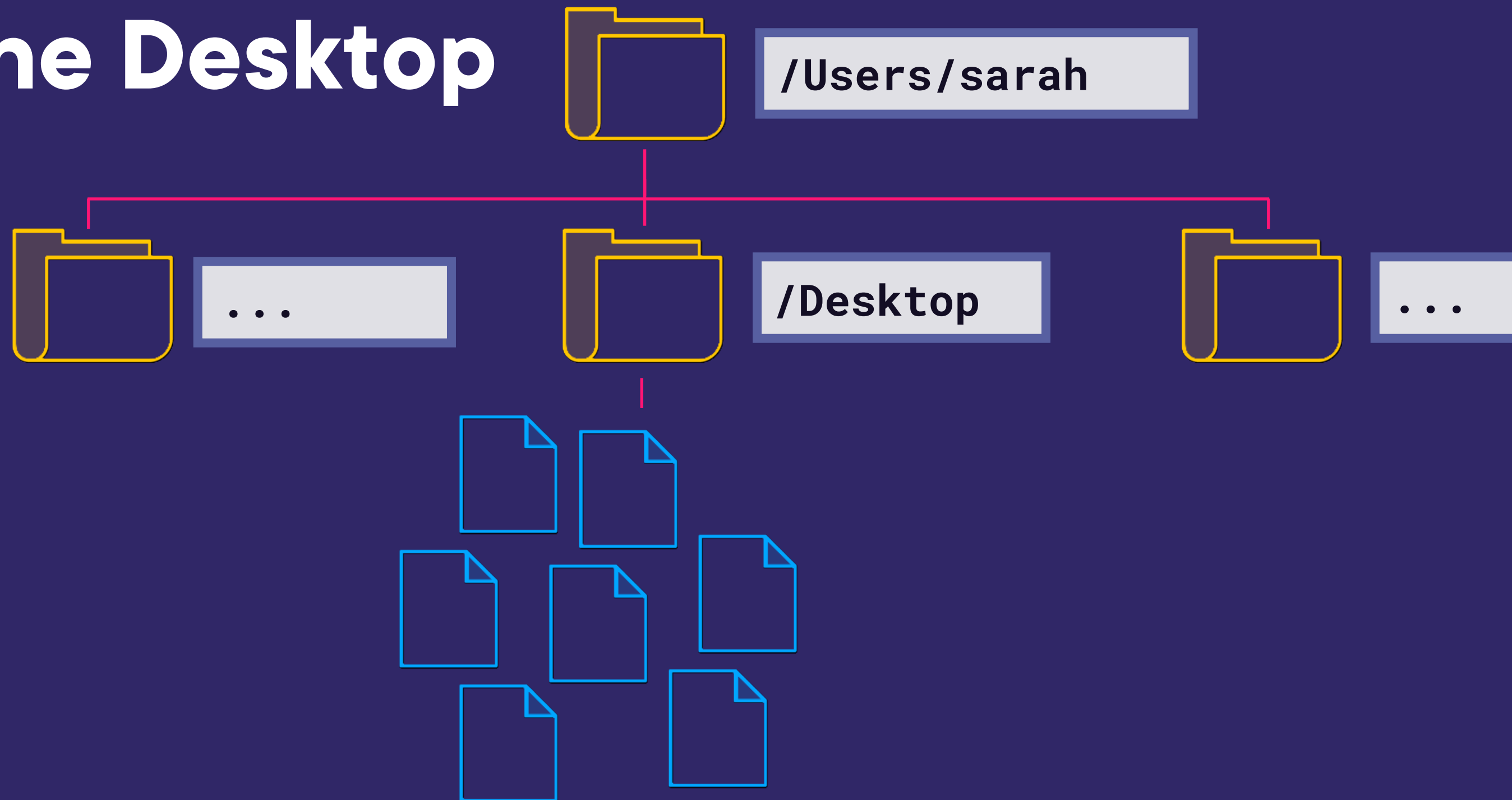
Working with Files

Overview of Working with Files in Python

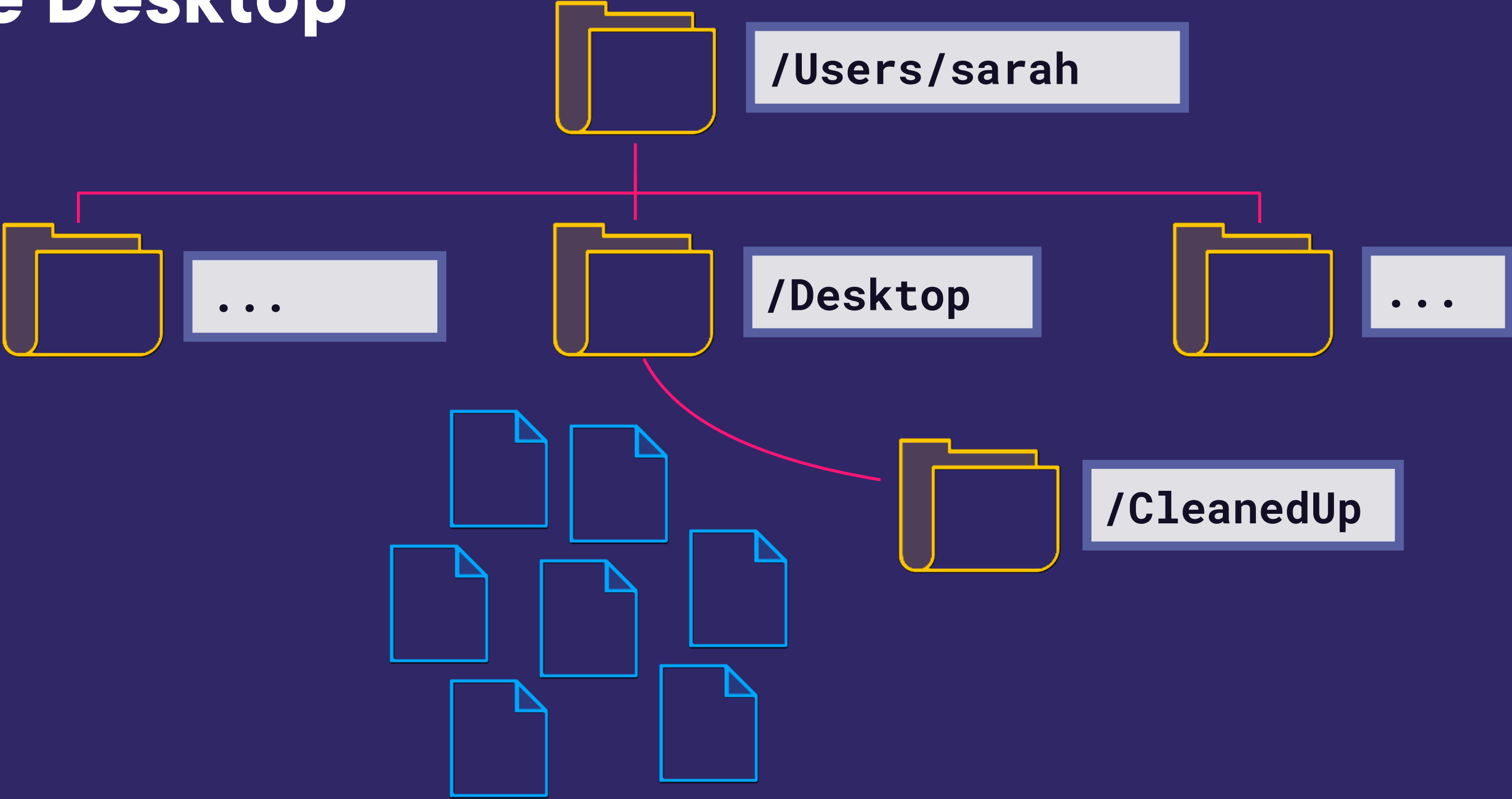
Python has several built-in modules for handling files: `os`, `shutil`, and `pathlib`

We're going to show how to use the `os` module with an example program

Too Many Files on the Desktop



Cleaning up Files on the Desktop



Cleaning Up Files on the Desktop

`file_cleanup.py`

- 1 Make the folder CleanedUp/
- 2 List the files in the Desktop/ folder
- 3 For each file in the Desktop/ folder
 - 4 Move the file to the CleanedUp/ folder

Making Directories

file_cleanup.py

```
import os
```

*We need to import the os module
to be able to use its functions.*

```
os.mkdir(' /Users/sarah/Desktop/CleanedUp/ ')
```

List All Entries in a Directory

file_cleanup.py

```
import os

folder = '/Users/sarah/Desktop/'

entries = os.scandir(folder)

for entry in entries:
    print(entry.name)
```

```
> python3 file_cleanup.py

.DS_Store
PythonCourse
file_cleanup.py
acronyms.txt
temp.py
temp2.py
acronyms.py
```

Check if a Directory Entry is a File or a Subdirectory

file_cleanup.py

```
import os

folder = '/Users/sarah/Desktop/'

entries = os.scandir(folder)

for entry in entries:
    if os.path.isfile(entry):
        print('File:', entry.name)
    elif os.path.isdir(entry):
        print('Directory:', entry.name)
```

```
> python3 file_cleanup.py
```

```
File: .DS_Store
```

```
Directory: PythonCourse
```

```
File: file_cleanup.py
```

```
File: acronyms.txt
```

```
File: temp.py
```

```
File: temp2.py
```

```
File: acronyms.py
```

Create an Absolute Path Name

file_cleanup.py

```
import os
```

```
folder_destination = '/Users/sarah/Desktop/CleanedUp/'
```

```
new_name = os.path.join(folder_destination, 'new.txt')
```

We could use string concatenation instead:

```
new_name = '/Users/sarah/Desktop/CleanedUp/' + 'new.txt'
```

But os.path.join() checks for correct format and is a best practice.

Move a File

file_cleanup.py

```
import os

folder_original = '/Users/sarah/Desktop/'
folder_destination = '/Users/sarah/Desktop/CleanedUp/'

location_original = os.path.join(folder_original, 'new.txt')
location_destination = os.path.join(folder_destination, 'new.txt')

os.rename(location_original, location_destination)
```

`os.rename()` *allows us to move a file to a new path*

Cleaning Up Files on the Desktop

`file_cleanup.py`

- 1 Make the folder CleanedUp/
- 2 List the files in the Desktop/ folder
- 3 For each file in the Desktop/ folder
 - 4 Move the file to the CleanedUp/ folder

Cleaning Up Files on the Desktop

```
import os
```

```
folder_original = '/Users/sarah/Desktop/'
```

```
folder_destination = '/Users/sarah/Desktop/CleanedUp/'
```



*Start with where we're
moving our files from and to.*

Cleaning Up Files on the Desktop

```
import os

folder_original = '/Users/sarah/Desktop/'
folder_destination = '/Users/sarah/Desktop/CleanedUp/'
os.mkdir(folder_destination)
```



*Then we'll create the new
CleanedUp directory.*

Cleaning Up Files on the Desktop

```
import os
```

```
folder_original = '/Users/sarah/Desktop/'
```

```
folder_destination = '/Users/sarah/Desktop/CleanedUp/'
```

```
os.mkdir(folder_destination)
```

```
entries = os.scandir(folder_original)
```



*List the entries in the
Desktop folder.*

Cleaning Up Files on the Desktop

```
import os

folder_original = '/Users/sarah/Desktop/'
folder_destination = '/Users/sarah/Desktop/CleanedUp/'
os.mkdir(folder_destination)

for entry in os.listdir(folder_original):
```




We can combine listing the entries with the for loop.

Cleaning Up Files on the Desktop

```
import os

folder_original = '/Users/sarah/Desktop/'
folder_destination = '/Users/sarah/Desktop/CleanedUp/'
os.mkdir(folder_destination)

for entry in os.scandir(folder_original):
    location_original = os.path.join(folder_original, entry.name)
    location_destination = os.path.join(folder_destination, entry.name)
```



In order to move the files, we need to create the paths first.

Cleaning Up Files on the Desktop

```
import os

folder_original = '/Users/sarah/Desktop/'
folder_destination = '/Users/sarah/Desktop/CleanedUp/'
os.mkdir(folder_destination)

for entry in os.scandir(folder_original):

    location_original = os.path.join(folder_original, entry.name)
    location_destination = os.path.join(folder_destination, entry.name)
    os.rename(location_original, location_destination)
```



Finally we can move the files.

Cleaning Up Files on the Desktop

```
import os
```

```
folder_original = '/Users/sarah/Desktop/'
```

```
folder_destination = '/Users/sarah/Desktop/CleanedUp/'
```

```
os.mkdir(folder_destination)
```

```
for entry in os.scandir(folder_original):
```

```
    location_original = os.path.join(folder_original, entry.name)
```

```
    location_destination = os.path.join(folder_destination, entry.name)
```

```
    if os.path.isfile(location_original):
```

```
        os.rename(location_original, location_destination)
```

Let's also check that we're only moving files, not directories.

Up Next:

Demo: Improve Our Program

