

Programming Essentials

Day 7







Python has a built-in module that you can use to make random numbers.

randint()

If we wanted a random integer, we can use the randint() function Randint accepts two parameters: a lowest and a highest number.

```
import random
print(random.randint(0, 9))
```

Multiple randint() Method Call

```
import random
for i in range(5):
    print(random.randint(1, 10))
```

Randomly Generated Output



Day 7 Act 1



- 1. Create a Name Generator App
- 2. Create 3 lists for first name, middle name, and last name with 10 items per list
- 3. The application will ask the user to generate a new name.
- 4. If yes, use a random number between 0 9 to randomly select items in the lists
- 5. Display the generated name "Congratulations! Your new name is _____
- 6. If No, display the word "Thank you!" and display all the names that user generated.







A Python program terminates as soon as it encounters an error. In Python, an error can be a syntax error or an exception.

- Events or errors that disrupt the normal flow of execution of a program.
- It prevents the program from reaching a normal end.
- These events or errors usually occur during runtime.

Example of exceptions:

- Division by zero
- Invalid input
- File not found







Checked Exception

- o All exceptions, except for Runtime Exception, are checked exceptions.
- Exceptions are "checked" because they are subject to the Catch or Specify Requirement. Otherwise, the program code will not compile.
- Checked exceptions are errors that the program can deal with.







Errors Exception

- Errors are generally beyond the control of the program. These are situations that cannot be anticipated and for which the program cannot recover from.
- Example:
 - Unreadable file
 - Hardware malfunction
- o Errors are not subject to the Catch or Specify requirement, and are often referred to as unchecked exceptions.





Runtime Exception

- Like errors, Runtime Exceptions are not subject to the Catch or Specify Requirement and are, also, unchecked exceptions.
- These exceptions are the result of programming flaws such as:
 - dividing by zero,
 - using null pointers or references,
 - or going beyond an array's boundaries.







Runtime Exception

```
Try:
```

pass

Except ExceptionName:

pass

Else:

pass

Finally:

pass







```
try:
    result = 100 / 0
except ZeroDivisionError:
    print("Division by zero is error !!")
except:
    print("Wrong input")
else:
    print("No exceptions.", "Display the result is: ", result)
finally:
    print("This will execute no matter what")
```

Output:

Division by zero is error !! This will execute no matter what









```
try:
    result = 100 / a
except ZeroDivisionError:
    print("Division by zero is error !!")
except:
    print("Wrong input")
else:
    print("No exceptions.", "Display the result is: ", result)

finally:
    print("This will execute no matter what")
```

Output:

Wrong input This will execute no matter what





Handling Exceptions



```
try:
    result = 100 / 2
except ZeroDivisionError:
    print("Division by zero is error !!")
except:
    print("Wrong input")
else:
    print("No exceptions.", "Display the result is: ", result)

finally:
    print("This will execute no matter what")
```

Output:

No exceptions. Display the result is: 50.0 This will execute no matter what







Try Block

The try block lets you test a block of code for errors.

```
try:
file = open("filename.txt")
```

Except Block

The Except block will be executed if the try block raises an error.







You can use the else keyword to define a block of code to be executed if no errors were raised:

```
try:
    file = open("info.txt")
except FileNotFoundError as fileError:
    print(fileError)
else:
    print("File is Found!")
```





The finally block, if specified, will be executed regardless if the try block raises an error or not.

```
try:
    file = open("info.txt")
except FileNotFoundError as fileError:
    print(fileError)
else:
    print("File is Found!")
finally:
    file.close()
```





- 1. Create a calculator app
- 2. The user will choose between the 4 math operations (Add, Subtract, Multiply and Divide)
- 3. The application will ask for 2 numbers
- 4. Display the result
- 5. The application will ask again if the user wants to try again
- 6. Use the appropriate Exception (ex: Invalid input such as text and zero division)

