Exception handling

When writing a program, we, more often than not, will encounter errors. Error caused by not following the proper structure (syntax) of the language is called syntax error or parsing error.

>>> if a < 3

File "<interactive input>", line 1

if a < 3

^

SyntaxError: invalid syntax

We can notice here that a colon is missing in the if statement.

Errors can also occur at runtime and these are called exceptions. They occur, for example, when a file we try to open does not exist (FileNotFoundError), dividing a number by zero (ZeroDivisionError), module we try to import is not found (ImportError) etc. Whenever these type of runtime error occur, Python creates an exception object. If not handled properly, it prints a traceback to that error along with some details about why that error occurred.

>>> 1 / 0

Traceback (most recent call last):

File "<string>", line 301, in runcode

File "<interactive input>", line 1, in <module>

ZeroDivisionError: division by zero

>>> open("imaginary.txt")

Traceback (most recent call last):

File "<string>", line 301, in runcode

File "<interactive input>", line 1, in <module>

FileNotFoundError: [Errno 2] No such file or directory: 'imaginary.txt'

Python Built-in Exceptions

Illegal operations can raise exceptions. There are plenty of built-in exceptions in Python that are raised when corresponding errors occur. We can view all the built-in exceptions using the local() built-in functions as follows.

>>> locals()['\_\_builtins\_\_']

This will return us a dictionary of built-in exceptions, functions and attributes. Some of the common built-in exceptions in Python programming along with the error that cause then are tabulated below.

|  |  |
| --- | --- |
| Python Built-in Exceptions | |
| Exception | Cause of Error |
| AssertionError | Raised when assert statement fails. |
| AttributeError | Raised when attribute assignment or reference fails. |
| EOFError | Raised when the input() functions hits end-of-file condition. |
| FloatingPointError | Raised when a floating point operation fails. |
| GeneratorExit | Raise when a generator's close()method is called. |
| ImportError | Raised when the imported module is not found. |
| IndexError | Raised when index of a sequence is out of range. |
| KeyError | Raised when a key is not found in a dictionary. |
| KeyboardInterrupt | Raised when the user hits interrupt key (Ctrl+c or delete). |
| MemoryError | Raised when an operation runs out of memory. |
| NameError | Raised when a variable is not found in local or global scope. |
| NotImplementedError | Raised by abstract methods. |
| OSError | Raised when system operation causes system related error. |
| OverflowError | Raised when result of an arithmetic operation is too large to be represented. |
| ReferenceError | Raised when a weak reference proxy is used to access a garbage collected referent. |
| RuntimeError | Raised when an error does not fall under any other category. |
| StopIteration | Raised by next() function to indicate that there is no further item to be returned by iterator. |
| SyntaxError | Raised by parser when syntax error is encountered. |
| IndentationError | Raised when there is incorrect indentation. |
| TabError | Raised when indentation consists of inconsistent tabs and spaces. |
| SystemError | Raised when interpreter detects internal error. |
| SystemExit | Raised by sys.exit() function. |
| TypeError | Raised when a function or operation is applied to an object of incorrect type. |
| UnboundLocalError | Raised when a reference is made to a local variable in a function or method, but no value has been bound to that variable. |
| UnicodeError | Raised when a Unicode-related encoding or decoding error occurs. |
| UnicodeEncodeError | Raised when a Unicode-related error occurs during encoding. |
| UnicodeDecodeError | Raised when a Unicode-related error occurs during decoding. |
| UnicodeTranslateError | Raised when a Unicode-related error occurs during translating. |
| ValueError | Raised when a function gets argument of correct type but improper value. |
| ZeroDivisionError | Raised when second operand of division or modulo operation is zero. |

When an exception occurs in Python, it causes the current process to stop and passes it to the calling process until it is handled. If not handled, our program will crash. For example, if function A calls function B which in turn calls function C and an exception occurs in function C. If it is not handled in C, the exception passes to B and then to A. If never handled, an error message is spit out and our program come to a sudden, unexpected halt.

## Catching Exceptions in Python

In Python, exceptions can be handled using a try statement. A critical operation which can raise exception is placed inside the try clause and the code that handles exception is written in except clause. It is up to us, what operations we perform once we have caught the exception. Here is a simple example.

# import module sys to get the type of exception

import sys

while True:

try:

x = int(input("Enter an integer: "))

r = 1/x

break

except:

print("Oops!",sys.exc\_info()[0],"occured.")

print("Please try again.")

print()

print("The reciprocal of",x,"is",r)

Here is a sample run of this program.

Enter an integer: a

Oops! <class 'ValueError'> occured.

Please try again.

Enter an integer: 1.3

Oops! <class 'ValueError'> occured.

Please try again.

Enter an integer: 0

Oops! <class 'ZeroDivisionError'> occured.

Please try again.

Enter an integer: 2

The reciprocal of 2 is 0.5

In this program, we loop until the user enters an integer that has a valid reciprocal. The portion that can cause exception is placed inside try block. If no exception occurs,except block is skipped and normal flow continues. But if any exception occurs, it is caught by the except block. Here, we print the name of the exception using ex\_info()function inside sys module and ask the user to try again. We can see that the values 'a' and '1.3' causes ValueError and '0' causes ZeroDivisionError.

## Catching Specific Exceptions in Python

In the above example, we did not mention any exception in the except clause. This is not a good programming practice as it will catch all exceptions and handle every case in the same way. We can specify which exceptions an except clause will catch. A tryclause can have any number of except clause to handle them differently but only one will be executed in case an exception occurs. We can use a tuple of values to specify multiple exceptions in an except clause. Here is an example pseudo code.

try:

# do something

pass

except ValueError:

# handle ValueError exception

pass

except (TypeError, ZeroDivisionError):

# handle multiple exceptions

# TypeError and ZeroDivisionError

pass

except:

# handle all other exceptions

pass

## Raising Exceptions

In Python programming, exceptions are raised when corresponding errors occur at run time, but we can forcefully raise it using the keyword raise. We can also optionally pass in value to the exception to clarify why that exception was raised.

>>> raise KeyboardInterrupt

Traceback (most recent call last):

...

KeyboardInterrupt

>>> raise MemoryError("This is an argument")

Traceback (most recent call last):

...

MemoryError: This is an argument

>>> try:

... a = int(input("Enter a positive integer: "))

... if a <= 0:

... raise ValueError("That is not a positive number!")

... except ValueError as ve:

... print(ve)

...

Enter a positive integer: -2

That is not a positive number!

## try...finally

The try statement in Python can have an optional finally clause. This clause is executed no matter what, and is generally used to release external resources. For example, we may be connected to a remote data center through the network or working with a file or working with a Graphical User Interface (GUI). In all these circumstances, we must clean up the resource once used, whether it was successful or not. These actions (closing a file, GUI or disconnecting from network) are performed in the finally clause to guarantee execution.

Here is an example to illustrate this.

try:

f = open("test.txt",encoding = 'utf-8')

# perform file operations

finally:

f.close()

This type of construct makes sure the file is closed even if an exception occurs.

Users can define their own [exception](http://www.programiz.com/python-programming/exceptions) by creating a new class in Python. This exception class has to be derived, either directly or indirectly, from Exception class. Most of the built-in exceptions are also derived form this class.

>>> class CustomError(Exception):

... pass

...

>>> raise CustomError

Traceback (most recent call last):

...

\_\_main\_\_.CustomError

>>> raise CustomError("An error occurred")

Traceback (most recent call last):

...

\_\_main\_\_.CustomError: An error occurred

Here, we have created a user-defined exception called CustomError which is derived from the Exception class. This new exception can be raised, like other exceptions, using the raise statement with an optional error message.

When we are developing a large Python program, it is a good practice to place all the user-defined exceptions that our program raises in a separate file. Many standard modules do this. They define their exceptions separately as exceptions.py or errors.py(generally but not always).

User-defined exception class can implement everything a normal class can do, but we generally make them simple and concise. Most implementations declare a custom base class and derive others exception classes from this base class. This concept is made clearer in the following example.

## Example of User Defined Exception

In this example, we will illustrate how user-defined exceptions can be used in a program to raise and catch errors. This program will ask the user to enter a number until they guess a stored number correctly. To help them figure it out, hint is provided whether their guess is greater than or less than the stored number.

# define Python user-defined exceptions

class Error(Exception):

"""Base class for other exceptions"""

pass

class ValueTooSmallError(Error):

"""Raised when the input value is too small"""

pass

class ValueTooLargeError(Error):

"""Raised when the input value is too large"""

pass

# our main program

# user guesses a number until he/she gets it right

# you need to guess this number

number = 10

while True:

try:

i\_num = int(input("Enter a number: "))

if i\_num < number:

raise ValueTooSmallError

elif i\_num > number:

raise ValueTooLargeError

break

except ValueTooSmallError:

print("This value is too small, try again!")

print()

except ValueTooLargeError:

print("This value is too large, try again!")

print()

print("Congratulations! You guessed it correctly.")

Here is a sample run of this program.

Enter a number: 12

This value is too large, try again!

Enter a number: 0

This value is too small, try again!

Enter a number: 8

This value is too small, try again!

Enter a number: 10

Congratulations! You guessed it correctly.

Here, we have defined a base class called Error. The other two exceptions (ValueTooSmallError and ValueTooLargeError) that are actually raised by our program are derived from this class. This is the standard way to define user-defined exceptions in Python programming, but you are not limited to this way only.