

# Python

## Logging and Debugging

# Logging

Python has the "logging" module which allows you to log in many useful ways:

- To the terminal
- To file(s)
- To custom-handlers (e.g. e-mail)
- To system log files

# Logging options

- You can configure:
  - The number of loggers
  - The format of log messages
  - The level of ferocity with which logging should happen, e.g.:
    - Log everything in "DEBUG" mode
    - Only log errors in "operational" mode

# Logging – getting started

```
>>> import logging
>>> logging.basicConfig(level=logging.INFO)
>>> log = logging.getLogger(__name__)
>>> log.info("The system is running")
INFO:root:The system is running.

>>> log.debug("Nothing said") # Not displayed
                               because logging at lower than
                               priority level

>>> log.error("Now it's serious!")
ERROR:<module_name>:Now it's serious!
```

# Logging – more options

We do not have time to cover logging properly. There are lots you can do with it: <https://docs.python.org/3/library/logging.html>

```
>>> import sys, logging # You'll need both these modules
```

```
>>> stream_handler = logging.StreamHandler(sys.stderr)
```

```
>>> stream_handler.formatter =  
    logging.Formatter(logging.BASIC_FORMAT)
```

```
>>> log = logging.getLogger(__name__) # Create logger
```

```
>>> log.addHandler(stream_handler) # Add handler to display
```

```
>>> log.setLevel(logging.DEBUG) # Set minimum logging level
```

```
>>> log.warning("Danger! Will Robinson! Danger!")
```

**WARNING:<module\_name>:Danger! Will Robinson! Danger!**

# What is the python debugger?

We all write code with bugs in...that is why it is important to write tests for our code.

The python debugger is a tool that allows you to:

- Run through your code interactively;
- Inspect/change the variables at run-time;
- Set "break points" in the code where you can step in and examine the state.

*Best illustrated through an example...*

# A simple script

```
def double_it(x):  
    double = 2 * x  
    return double
```

Can you guess where  
python raises an error?

```
# Now the main code
```

```
items = [34, 6.2, {"key": 34}]
```

```
for i in items:
```

```
    print(double_it(i))
```

# A simple script – with debugger

```
import pdb                                # Import the debugger

def double_it(x):
    pdb.set_trace()                       # Set a break point
    double = 2 * x
    return double

# Now the main code
items = [34, 6.2, {"key": 34}]
for i in items:
    print(double_it(i))
```



# Debugger in action

```
$ python double.py
```

```
> /home/vagrant/double.py(5)double_it()
```

```
-> double = 2 * x
```

(Pdb) n **Run the next line of code**

```
> /home/vagrant/double.py(6)double_it()
```

```
-> return double
```

(Pdb) print(double, x) **Display current values of double and x**

```
68 34
```

(Pdb) n **Run the next line of code**

```
--Return--
```

```
> /home/vagrant/double.py(6)double_it()->68
```

```
-> return double
```

# Finding the error

...

(Pdb) `n` **Step through until we hit the error**

`TypeError: unsupported operand type(s) for *: 'int' and 'dict'`

`> /home/vagrant/double.py(5) double_it()`

`-> double = 2 * x` **The line where the error occurred**

(Pdb) `print(x)` **Let's look at x when the error occurred**

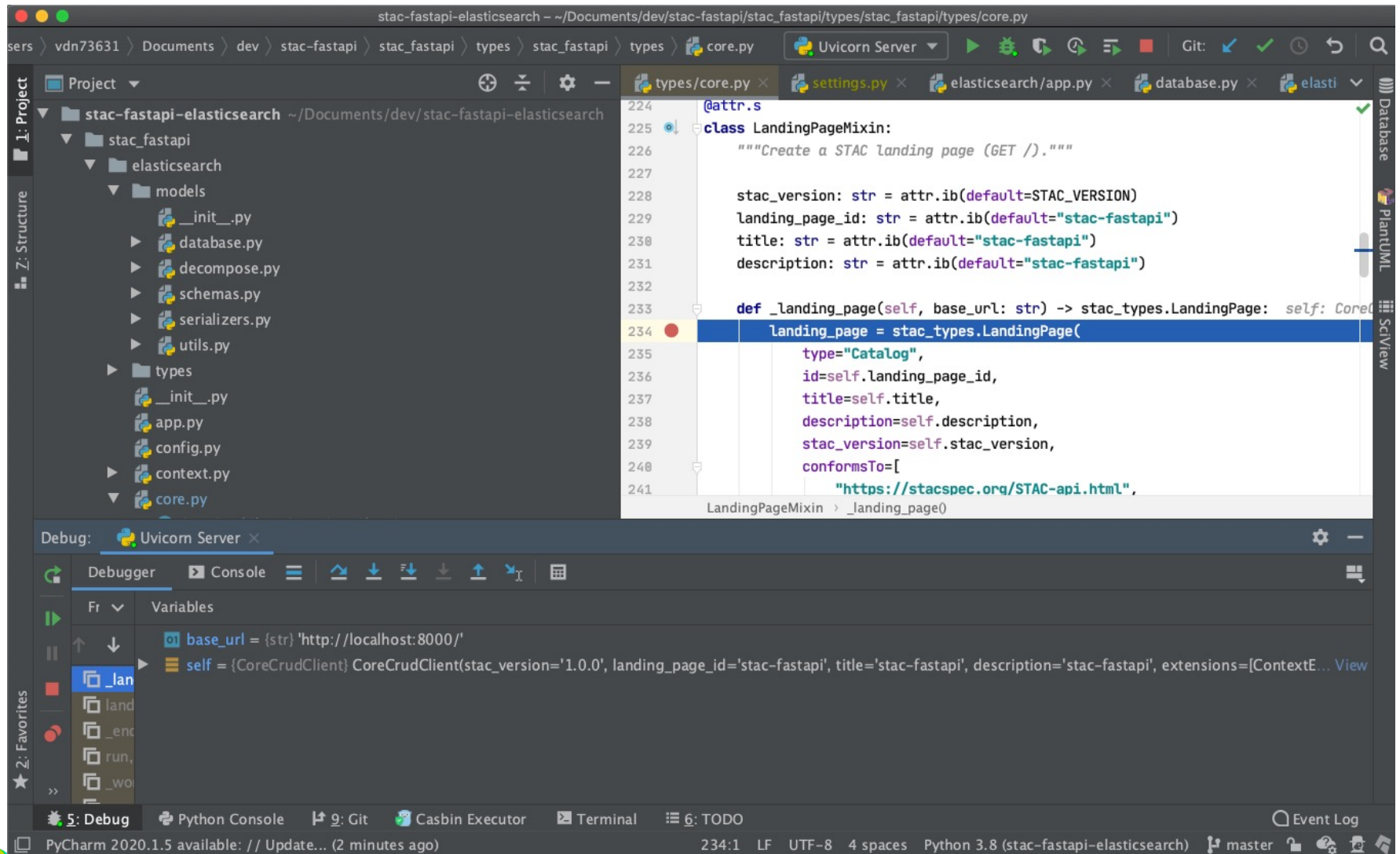
`{'key': 34}`

(Pdb) `type(x)` **It failed because we can't double a dictionary!**

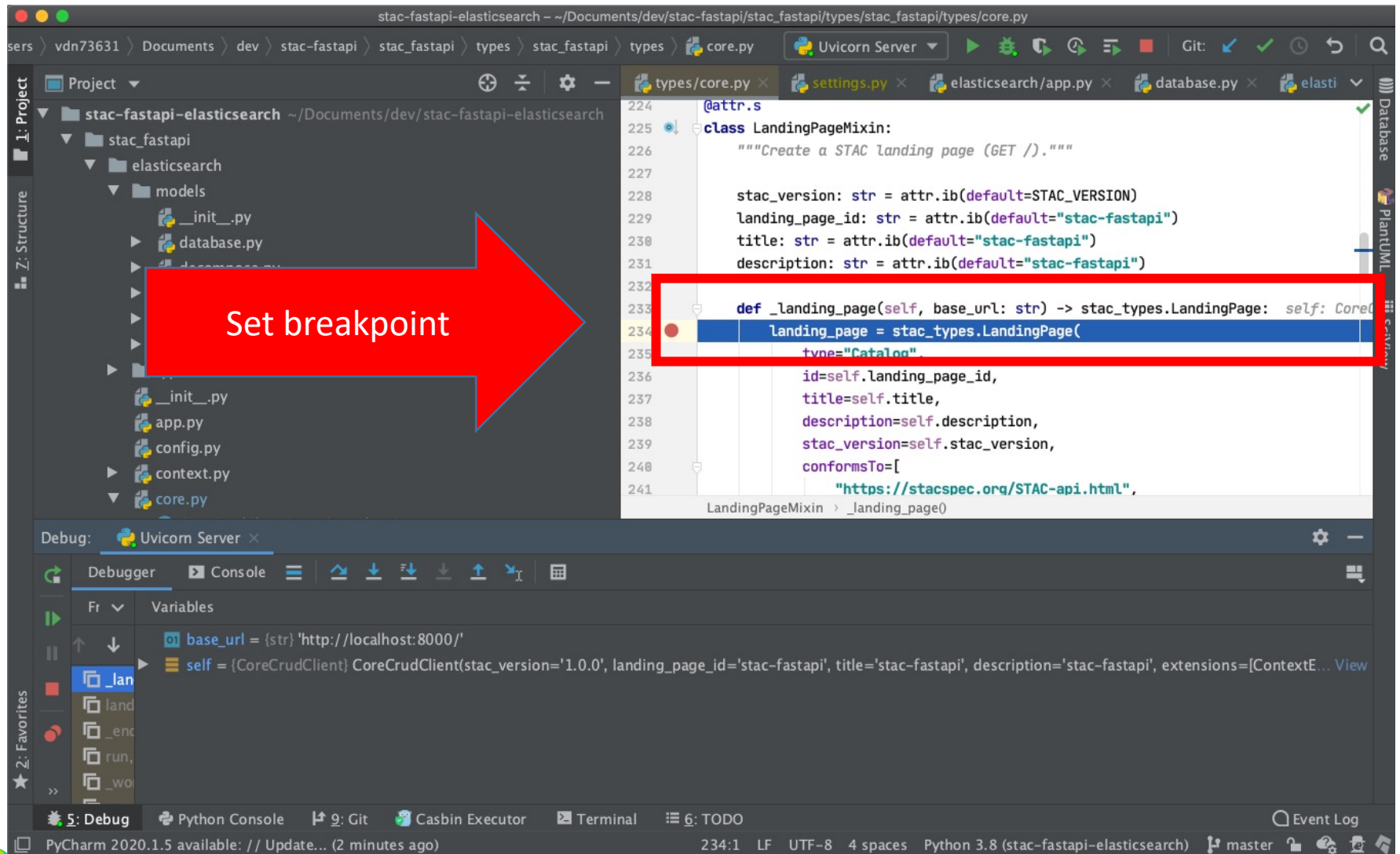
`<class 'dict'>`

<https://docs.python.org/3/library/pdb.html#debugger-commands>

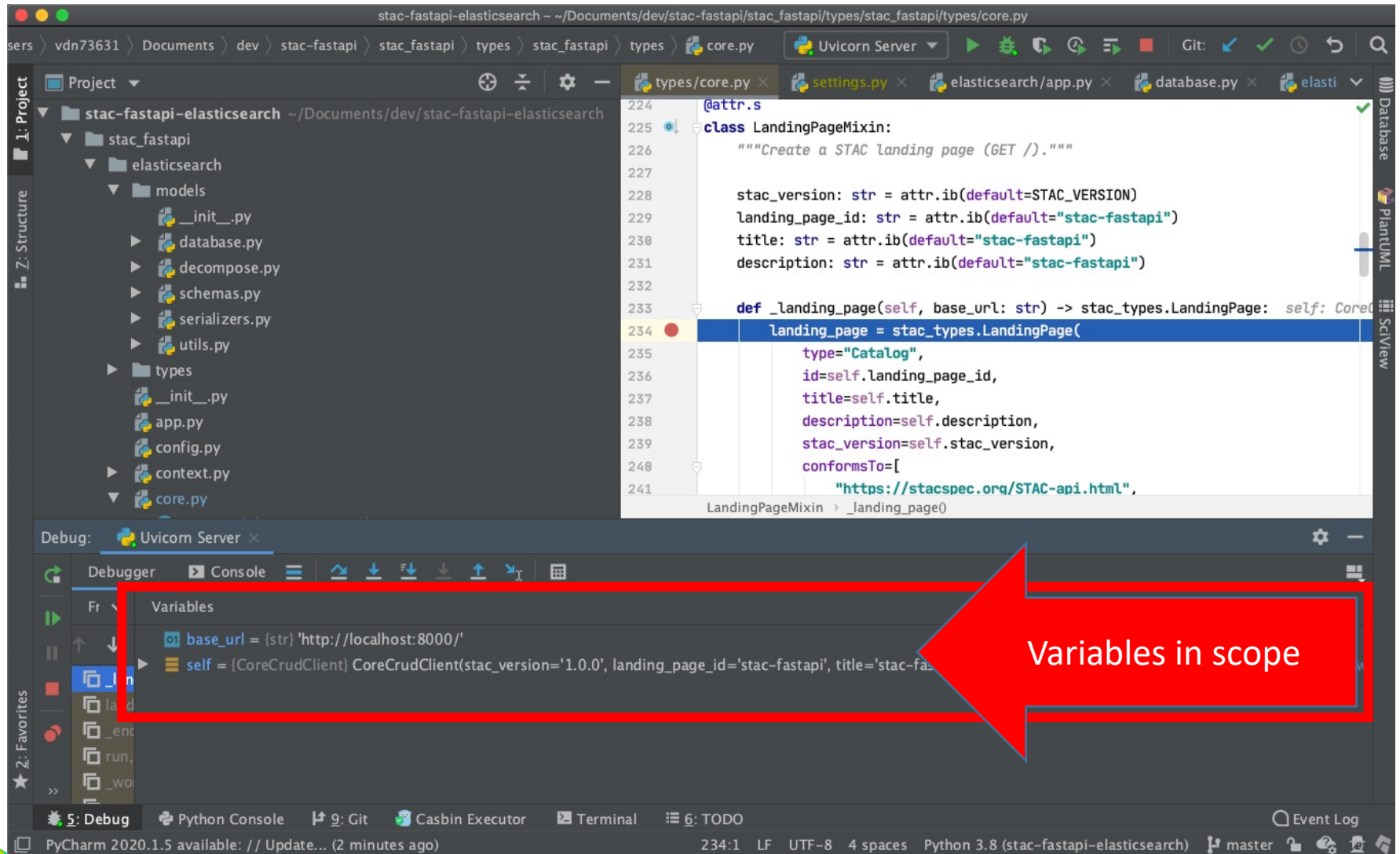
# IDEs Wrap this up nicely



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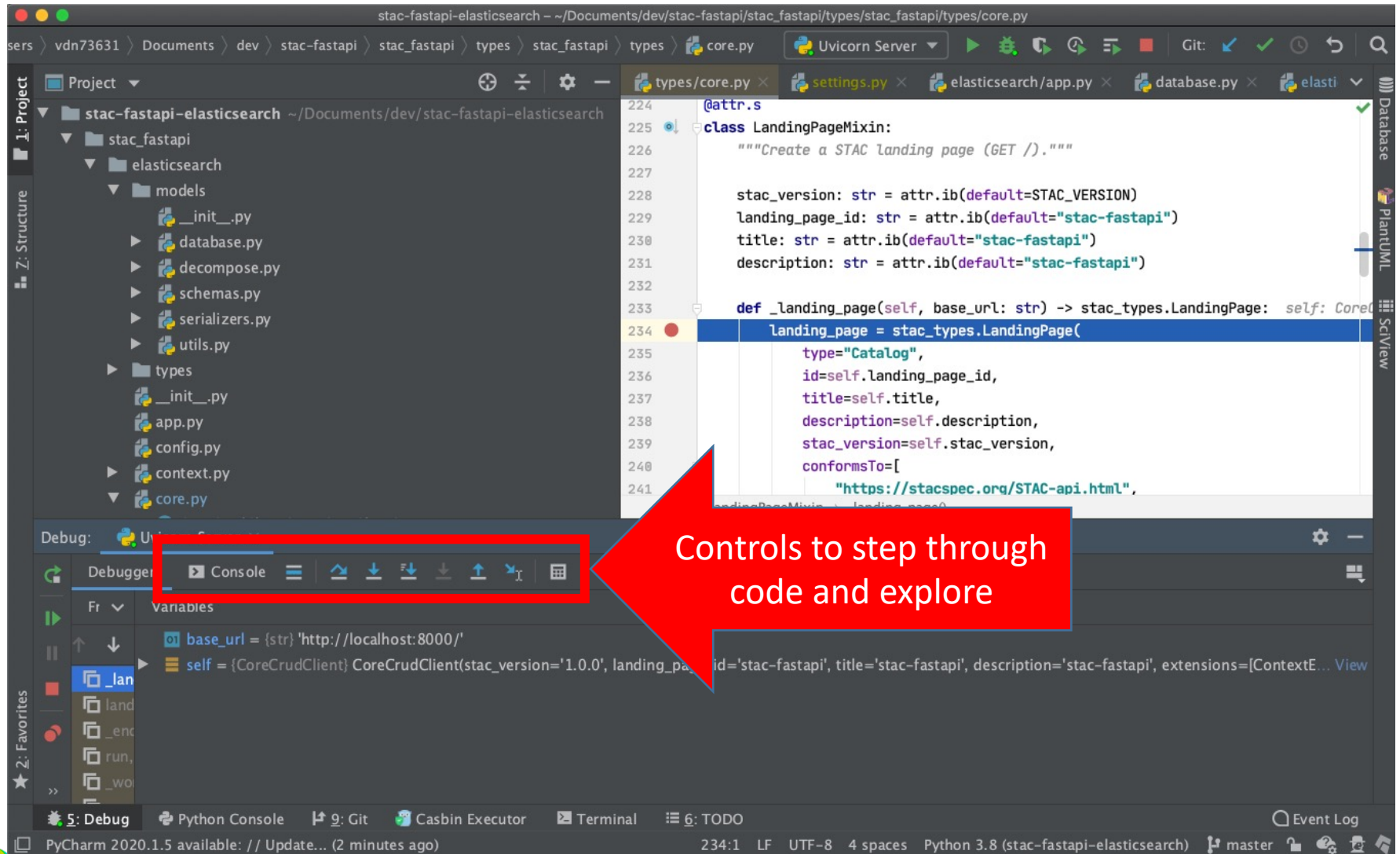


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Controls to step through  
code and explore