Content

1) Modules in Python
   → maths
   → random

2) Exception Handling
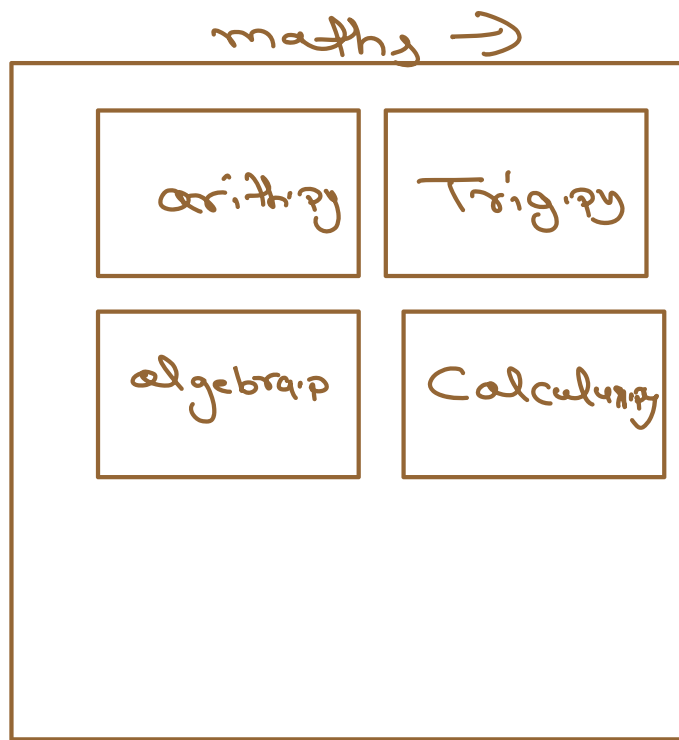   → Error vs Exception
   → Try Except finally
   → Create Custom Exception Class
   → Raising Exceptions Manually

Module

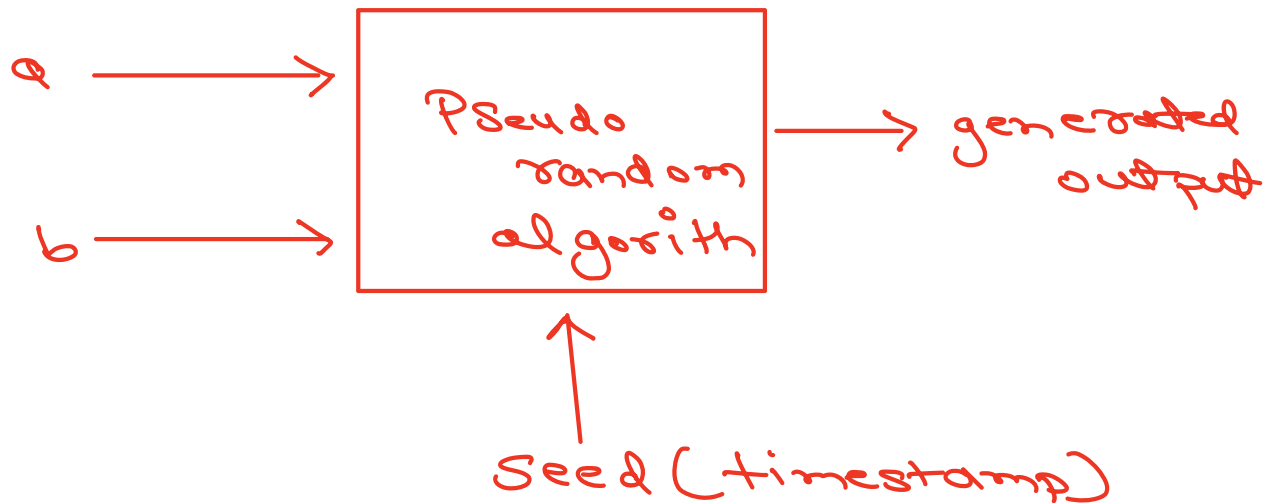Module is collection of Code
→ with similar objective

```
arithmetic.py

pi = 3.14
e ⇒ 2.73
Class add()

Def abs-div()
Def add()
```

maths →

arith.py	Trig.py
algebra.p	Calculus.py

a package is
collection of
modules

Random Number Generator

randint

a ⟶ ┌─────────────┐ ⟶ generated
      │ Pseudo   │   output
      │ random   │
b ⟶ │ algorith   │
     └─────────────┘
            ↑
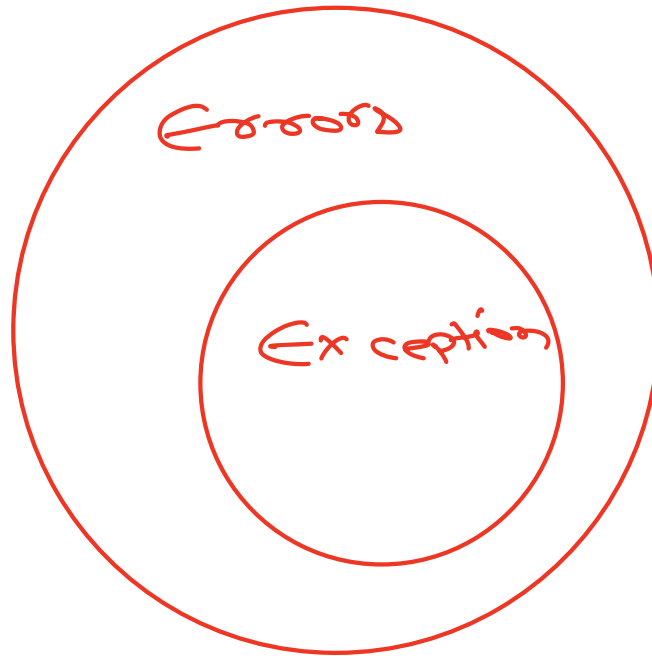   Seed (timestamp)

Errors and Exceptions

Q1⇒ What is Error?

⇒ A peice of code that interrupts execution of program

Errors

Exception

Exception: Error which can be Handled

Exception Handling

try:
   All code which where Error can occur

except:
   What to do if error occurs