

# Python - Assert Statement

Python provides the **assert** statement to check if a given logical expression is true or false. Program execution proceeds only if the expression is true and raises the **AssertionError** when it is false. The following code shows the usage of the assert statement.

**Example: assert**

```
num=int(input('Enter a number: '))
assert num>=0
print('You entered: ', num)
```

The print statement will display if the entered number is greater than or equal to 0. Negative numbers result in aborting the program after showing the **AssertionError**.

**Result:**

```
Enter a number: 100
You entered 100
```

```
Enter a number: -10
Traceback (most recent call last):
  File "C:/python36/xyz.py", line 2, in <module>
    assert num>=0
AssertionError
```

The assert statement can optionally include an error message string, which gets displayed along with the **AssertionError**. In the above code, you can change the assert statement to the following and run the code:

**Example: assert**

```
num=int(input('Enter a number: '))
assert num>=0, "Only positive numbers accepted."
print('You entered: ', num)
```

**Result:**

```
Enter a number: -10
Traceback (most recent call last):
  File "C:/python36/xyz.py", line 2, in <module>
    assert num>=0, "Only positive numbers accepted."
AssertionError: Only positive numbers accepted.
```

The **AssertionError** is also a built-in exception and can be handled using the try...except construct as follows:

**Example: AssertionError**

```
try:
    num=int(input('Enter a number: '))
    assert(num >=0), "Only positive numbers accepted."
    print(num)
except AssertionError as msg:
    print(msg)
```

When the input causes an `AssertionError`, the program will not terminate, as was the case earlier. Instead, it will be handled by the `except` block. The error message in the `assert` statement will be passed as argument to the exception argument `msg`, using keyword *as*.

**Result:**

```
Enter a number: -10
```

```
Only positive numbers accepted.
```