

*try-except*

```
In [ ]: try
        except
are the keywords
```

```
In [ ]: there is a senarion you have written 500 lines of code

python complies step by step

suppose you got the error at 250 line

the remaining lines will not execute

- eventhough if the error comes at 250 line, it should not affect the other
- error should not come

try and except
```

```
In [1]: n1=eval(input("enter a number:"))
        n2=100
        add=n1+n2
        print(add)
```

enter a number:python

```
-----
-
NameError                                Traceback (most recent call las
t)
Cell In[1], line 1
----> 1 n1=eval(input("enter a number:"))
      2 n2=100
      3 add=n1+n2

File <string>:1

NameError: name 'python' is not defined
```

```
In [ ]: # entire code should implement under try block
        # what ever the error comes in the code will display under except block
```

```
In [2]: try:
        n1=eval(input("enter a number:"))
        n2=100
        add=n1+n2
        print(add)

    except:
        print("error coming look at the syntax")

# when error is in code , then except block will print
```

```
enter a number:python
error coming look at the syntax
```

```
In [3]: try:
        n1=eval(input("enter a number:"))
        n2=100
        add=n1+n2
        print(add)

    except:
        print("error coming look at the syntax")
```

```
enter a number:100
200
```

```
In [4]: try:
        n1=eval(input("enter a number:"))
        n2=100
        add=n1+n2
        print(add)

    except:
        print("error coming look at the syntax")
```

```
Cell In[4], line 2
      n1=eval(input("enter a number:"))
      ^
```

**IndentationError:** expected an indented block after 'try' statement on line 1

```
In [11]: n1=eval(input("enter a number:"))
n2='100'
add=n1/n2
print(add)

# name error
# value error
# syntax error
# type error
```

Cell In[11], line 9

# type error

^

**SyntaxError:** incomplete input

```
In [13]: try:
n1=eval(input("enter a number:"))
n2=100
add=n1+n2
print(add)

except:
    print("error") # what is best way

# Name error
# value error
# syntax error

# what ever error comes in code , that should display
# Need to catch the error
```

enter a number:p  
error

```
In [ ]: # step-1: we want to avoid the error
        try - except block

# step-2: we need to catch the correct error in the excption block
# name error
# value error
# syntax error
```

```
In [21]: try:
n1=eval(input("enter a number:"))
n2=0
add=n1/n2
print(add)

except Exception as e:
    print(e)

# as means alias name
```

enter a number:0  
division by zero

```
In [ ]: try:
        number1=100
        number2=200
        add=number1+number2
        print("the addition of {} and {} is {}".format(number1,number2,add))

    except Exception as e:
        print(e)
```

```
In [ ]: try:
        number1=input("enter a number1:") # step-1: it will ask the number1='100'
        number2=input("enter a number2:") # step-2: it will ask the number2='200'
        add=number1+number2 # '100'+ '200'='100200'
        print("the addition of {} and {} is {}".format(number1,number2,add))
    except Exception as e:
        print(e)
```

```
In [ ]: lets say i have 100 lines --
        one line has error ...
        i still want to execute the code by ignoring the line ...
        how to do it ???
```

```
In [23]: try:
        mp=eval(input("Enter Meal price:"))
        tip=eval(input("Please let me know the tip in %"))
        t_amount=(mp*tip)/100
        tot=mp+t_amount
        print("The tip amount is {} and total amount is {}".format(t_amount,tot))
    except Exception as e:
        print(e)
```

```
Enter Meal price:p
name 'p' is not defined
```

```
In [28]: try:
        number1=input("enter a number1:") # step-1: it will ask the number1='100'
        number2=input("enter a number2:") # step-2: it will ask the number2='200'
        add=number1+number2 # '100'+ '200'='100200'
        print("the addition of {} and {} is {}".format(number1,number2,add))

    except exception is e:
        print(e)
```

```
enter a number1:a
enter a number2:100
the addition of a and 100 is a100
```

```
In [26]: 'A' + 'B'
```

```
Out[26]: 'AB'
```

```
In [29]: 'A'+ '100'
```

```
Out[29]: 'A100'
```

```
In [30]: '100'+'200'
```

```
Out[30]: '100200'
```

```
In [32]: # WAP ask the user enter two numbers and add those number
number1=100
number2=200
add1=number1+number2
print(add1)

# WAP ask the user enter numbers from keyboard and add those number
number11=eval(input("enter number1:"))
number22=eval(input("enter number2:"))
add2=number11+number22
print(add2)

#WAP ask the user to get two random integer numbers and add those number

300
enter number1:600
enter number2:700
1300
```

```
In [39]: import random
number1=random.randint(1,100) # shift+tab
print('number1 is:',number1)
number2=random.randint(1,200)
print('number2 is:',number2)
add=number1+number2
print(add)

number1 is: 53
number2 is: 124
177
```

```
In [40]: help(random.randrange)
```

Help on method randrange in module random:

randrange(start, stop=None, step=1) method of random.Random instance  
Choose a random item from range(stop) or range(start, stop[, step]).

Roughly equivalent to ``choice(range(start, stop, step))`` but  
supports arbitrarily large ranges and is optimized for common cases.

In [45]: `random.randrange(0,100,step=5)`

```
# start=0  
# stop=100  
# step=5  
  
# 0 5 10 15 20 25 30 .....  
  
# loops clear idea  
  
# read python everybody
```

Out[45]: 45

```
In [ ]: import <package_name>  
        dir(<package_name>)  
        help(<package_name>.method)
```

```
In [35]: import random  
dir(random)
```

```
Out[35]: ['BPF',
          'LOG4',
          'NV_MAGICCONST',
          'RECIP_BPF',
          'Random',
          'SG_MAGICCONST',
          'SystemRandom',
          'TWOPI',
          '_ONE',
          '_Sequence',
          '_Set',
          '__all__',
          '__builtins__',
          '__cached__',
          '__doc__',
          '__file__',
          '__loader__',
          '__name__',
          '__package__',
          '__spec__',
          '_accumulate',
          '_acos',
          '_bisect',
          '_ceil',
          '_cos',
          '_e',
          '_exp',
          '_floor',
          '_index',
          '_inst',
          '_isfinite',
          '_log',
          '_os',
          '_pi',
          '_random',
          '_repeat',
          '_sha512',
          '_sin',
          '_sqrt',
          '_test',
          '_test_generator',
          '_urandom',
          '_warn',
          'betavariate',
          'choice',
          'choices',
          'expovariate',
          'gammavariate',
          'gauss',
          'getrandbits',
          'getstate',
          'lognormvariate',
          'normalvariate',
          'paretovariate',
          'randbytes',
          'randint',
          'random',
          'randrange',
          'sample',
          'seed',
          'setstate',
```



```
'shuffle',  
'triangular',  
'uniform',  
'vonmisesvariate',  
'weibullvariate']
```

In [36]: `help(random.randint)`

Help on method randint in module random:

randint(a, b) method of random.Random instance  
Return random integer in range [a, b], including both end points.

In [ ]: sir how to find **in** which package it **is** there. only by googling anaconda rep  
  
pip freeze

In [ ]: what **is** difference between randint **and** randrange

In [46]: `import pandas`

In [47]: `dir(pandas)`

```
'lreshape',  
'melt',  
'merge',  
'merge_asof',  
'merge_ordered',  
'notna',  
'notnull',  
'offsets',  
'option_context',  
'options',  
'pandas',  
'period_range',  
'pivot',  
'pivot_table',  
'plotting',  
'qcut',  
'read_clipboard',  
'read_csv',  
'read_excel',  
'read_feather'
```

In [ ]:

In [ ]:

In [ ]:

In [ ]:

