



Python Programming Language Foundation

Session 7



Session overview

Exceptions

Context managers

Iterators

Generators

Exceptions

Exceptions

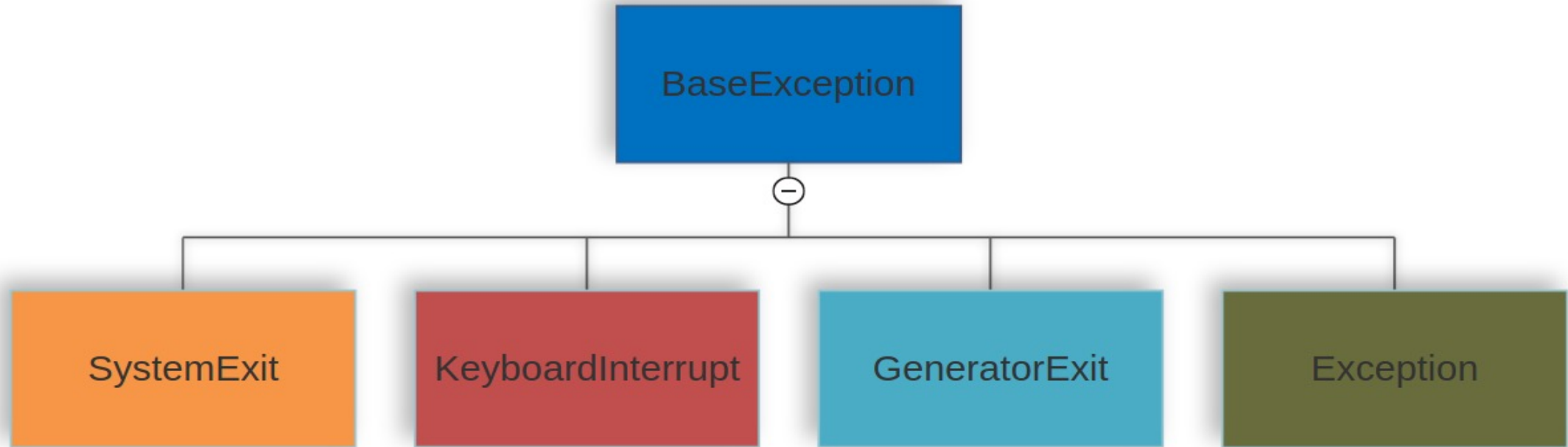
An event,
which occurs during the execution of a program
that disrupts the normal flow of the program's
instructions

Python object
that represents an error situation

There are (at least) two distinguishable kinds of
errors: *syntax errors* and *exceptions*

It is possible to write programs that handle
selected exceptions

Standard exception hierarchy



<https://docs.python.org/3/library/exceptions.html#exception-hierarchy>

Standard exception hierarchy

- StopIteration
- StopAsyncIteration
- ArithmeticError
- AssertionError
- AttributeError
- BufferError
- EOFError
- ImportError
- LookupError
- MemoryError
- NameError
- OSError
- ReferenceError
- RuntimeError
- SyntaxError
- SystemError
- TypeError
- ValueError
- Warning

<https://docs.python.org/3/library/exceptions.html#exception-hierarchy>

Standard exception hierarchy

- StopIteration
- StopAsyncIteration
- ArithmeticError
- AssertionError
- AttributeError
- BufferError
- EOFError
- ImportError
- LookupError
- MemoryError
- NameError
- OSError
- ReferenceError
- RuntimeError
- SyntaxError
- SystemError
- TypeError
- ValueError
- **Warning**

<https://docs.python.org/3/library/exceptions.html#exception-hierarchy>

```
raise [exception_type | exception_object]
```



```
try:
    ...    # You do your operations here
except Exception1:
    ...    # Exception1 has been raised
except Exception2:
    ...    # Exception2 has been raised
else:
    ...    # No exceptions has been raised
finally:
    ...    # Always executed no matter what
```

Handling multiple exceptions in a same manner

```
try:  
    ...    # You do your operations here  
except (Exception1[, Exception2[, ...]]) as err:  
    ...    # Any exception from the given list has been raised
```

```
raise [exception_type | exception_object]
```

```
class CustomException(exception_type)
```

except Exception as *exc*

raise Exception *from exc*

Specify types of caught exceptions

Use *finally* and *else* blocks

Iterators

Iterable

Iterator

An **object** capable of returning its **members one at a time**

<https://docs.python.org/3/glossary.html#term-iterable>

Iterable examples

list/tuple

str

tuples

File objects

<https://docs.python.org/3/glossary.html#term-iterable>

Iterable implementation

`__iter__`

<https://docs.python.org/3/glossary.html#term-iterable>

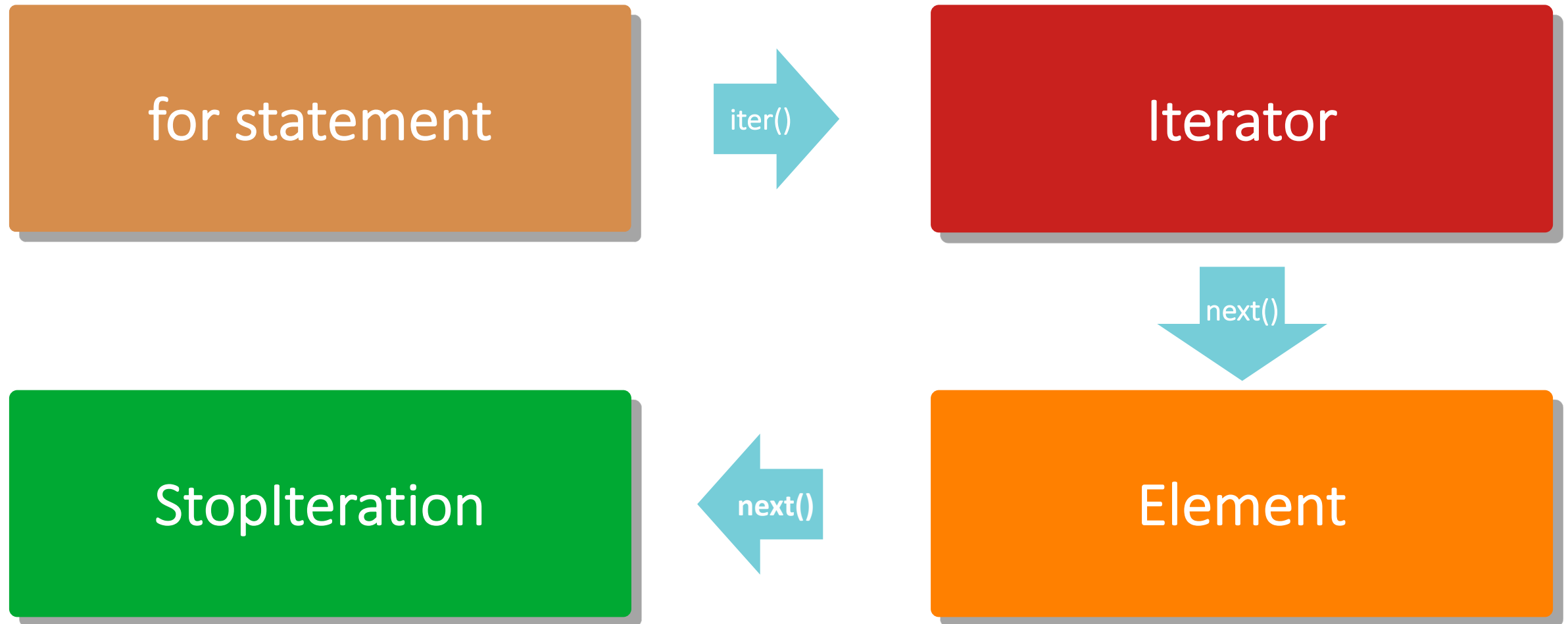
An **object** representing a **stream of data**. Repeated calls to the iterator's **`__next__()`** method return **successive items** in the stream

<https://docs.python.org/3/glossary.html#term-iterable>

A class that wants to be an **iterator** should implement **two methods**: a **`__next__()`** method, and an **`__iter__()`** method that **returns self**

<https://docs.python.org/3/glossary.html#term-iterable>

How does it work?



<https://docs.python.org/3/glossary.html#term-iterable>

Generators

Generator is a kind of **iterator** which does not know anything about collection he iterates, **only** how to create next element (e.g. generates)

<https://www.python.org/dev/peps/pep-0255/>

It **looks** like a **normal function** except that it contains one or more **yield expressions**

<https://docs.python.org/3/glossary.html#term-generator>


```
def function_name([arguments]):  
    [function_expression]  
    yield expression  
    [function_expression]
```

Context Managers

A **context manager** is an object that defines the runtime context to be established when executing a **`with`** statement

Context manager as a class

Context manager as a function

```
with context [as target]:  
    # code block
```

Context manager as class

`__enter__`

`__exit__`

```
@contextmanager  
def function_name([arguments]):  
    [function_expression]  
    yield expression  
    [function_expression]
```

Definition

contextlib.

contextmanager

asynccontextmanager

closing

nullcontext

suppress

redirect_stdout

redirect_stderr

<https://docs.python.org/3/library/contextlib.html>

Some popular use cases

- Reading from / writing to files
- Manipulating database connections
- Usage of synchronization primitives in multitasked applications
- Temporary patching of some objects (unit tests)
- Etc.

Thanks for attention

Questions?

