

KOLT PythonError Handling, File Input & Output

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Agenda

Python Data Model Data Structures

1. Error/Exception Handling

2. File Input/Output





Mutability

Immutable:

An object with a fixed value. Immutable objects include **numbers**, **strings** and **tuples**. Such an object cannot be altered. A new object has to be created if a different value has to be stored.

```
a = 5

a = 10

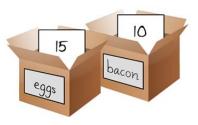
a += 3
```

```
hello = 'hello'
hallo = hello[0] + 'a' + hello[2:]
```



Python Data Model

How did we represent data in Python? **Variables!** How do they work? Do they store the data themselves?







Box Analogy

```
my_age = 9
my_age += 12
print(my_age) # => 21
```

```
my_secret_box = [0, 1, 2]
other_box = my_secret_box
other_box.remove(2)
print(my_secret_box)
```

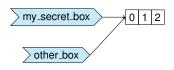
Prints [0, 1]
Did we just changed inside of a closed box?
Box analogy **does not** work!





Python Data Model

```
my_secret_box = [0, 1, 2]
other_box = my_secret_box
other_box.remove(2)
print(my_secret_box)
```



Variables are more like **labels** pointing to **values! Assignment** links **variables** to **values!**

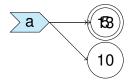




Object

Everything is an object in Python. Even though variables **do not** have types, each object has a **fixed** type.

→ Values at the right side of our label analogy are objects!





Object

Each object has an identity, this value can be obtained by using id() function.

== operator compares values, is operator compares identities.

```
a = 1000
b = 1000
a == b # => True
a is b # => False
```

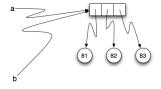
Almost always use == to compare values!





Aliasing & Cloning

- More than one variables can refer to **same object!**
- What if we want to clone/copy instead of aliasing?
- For lists, list.copy() ⇒ returns a shallow copy of the list.
- Shallow: only copy the references, not inner values



• >>> import copy copy.copy(x): shallow copy, copy.deepcopy(x): deepcopy



Tuples

- **Immutable** sequence(ordered) of elements.
- Similar to lists, you can use **indexing**, **slicing**, and iterate over using for loops.
- Elements cannot be added/removed/changed once the tuple is created.
- How to create tuples? my_tuple = (1, [1, 2], 'a')
- len (my_tuple) $\Rightarrow 3$
- my_tuple.append(3) ⇒ AttributeError:
 'tuple' object has no attribute 'append'



Tuples

```
() / tuple(): empty tuple,
(3): int 3.
(3,): tuple containing 3
```

```
my list = [1, 2, 3]
my tuple = ('a', my list) # ('a', [1, 2, 3, 4])
my list.append(4)
print (my tuple)
my list += [5, 6, 7] \# my list.extend(...)
print (my tuple)
my tuple += (1, 2) \# my tuple = my tuple + (1, 2)
print (my tuple)
```



Sets

- Unordered sequence of unique elements.
- <u>Cannot</u> use <u>indexing/slicing</u>, <u>can</u> iterate with for loops.
- Mutable, add(element), remove(element) methods.
- Python also has immutable sets: frozenset
- How to create sets? my_set = {1, 2, 3, 4, 2}
- How to create empty sets? set () ({ } is reserved for dict)
- Can compute set operations: union, intersection, difference, symmetric difference.





Sets

```
ceren = {'Marco', 'Irem', 'Sunduz'}
gul sena = {'Gamze', 'Ata', 'Zevnep'}
hasan_can = {'Gamze', 'Berker', 'Cemre'}
ahmet = {'Irem', 'Demet', 'Ekin'}
# intersection &
print(gul sena.intersection(hasan can)) # => { 'Gamze'}
print(ceren & gul sena) # => set()
# union I
print(ceren.union(ahmet)) # => {'Ekin', 'Irem', 'Demet',
                           # 'Marco', 'Sunduz'}
print(hasan can | ceren | gul sena | ahmet) # => all names
# difference -
print((qul sena - hasan can)) # => {'Zeynep', 'Ata'}
# symmetric difference ^
print(ceren.symmetric_difference(ahmet))
# => { 'Marco', 'Ekin', 'Sunduz', 'Demet' } }
```



Dictionaries

- Collection of key-value pairs.
- <u>Cannot</u> use <u>indexing/slicing</u>, can iterate with for loops.
- In general, they are not **ordered**.
- However, in Python 3.7 pairs are guaranteed to be in insertion order.
- In other words, we will get pairs in insertion order if we loop over the dict.
- How to create dictionaries? { }/dict(): empty dictionary
- d = {'one': 1, 'two': 2, 'three': 3, 'four': 4}
- How to access values? print (d['one']) # ⇒ 1





Confused Section Leader Gul Sena

```
# I need a way to keep track of my students
my students = {'Ayse': ['economics', 'freshman'],
                'Emir': ['psychology', 'master'],
                'Emirhan': ['business administration', 'junior'],
                'Furkan': ['law', 'junior'],
                'Mahsa': ['material science', 'phd'],
                'Meva': ['international relations', 'freshman']}
for student, info in my students.items():
    print(f'{student} studies {info[0]}')
# Emir left mv class : (
my_students.pop('Emir')
# someone new in my class
my_students['Canan'] = ['industrial engineering', 'junior']
# Ayse passed another year
mv students['Avse'][1] = 'sophomore'
```



Attendance

Fill out the attendance form:

tiny.cc/kolt-python

Password: **G2WIN**

Syntax Errors

for i in range (100)

What happens when you run a syntactically incorrect file?

```
print(i)
# SyntaxError: invalid syntax

while True:
print('Hello')
```

IndentationError: expected an indented block

Easy to detect: Your code will not work:)

Runtime Exceptions

1. Recap

When a statement is **syntactically correct** does that mean we are safe?

print(3/0), int('hello'), 'hello'[2] = 'a' How to be safe in these situations?

- Put if checks everywhere?
- Too much effort, and probably we cannot list every condition.
- Solution is try-except-finally blocks.

Try Except Blocks

```
try:
    <risky-statements>
    <risky-statements>
    <riskv-statements>
except ValueError as valError:
    print('value error', valError)
except (RuntimeError, TypeError, NameError):
    print('One of the above errors, but not ValueError')
else:
    print('No errors')
finally:
    print('This always runs')
```

Try Except Blocks

```
def divide(x, y):
    try:
        result = x / y
    except ZeroDivisionError:
        print("division by zero!")
    else:
        print("result is", result)
    finally:
        print("executing finally clause")
```



Why might we want to work with files?

- Work on structured data in large quantities.
- Save the current state of the program for later retrieval
 - How to add save/load functionality to game you have written?
- Save the result of your program.
 - Save experiment results to a file.
- Keep logs for large systems.

1. Recap



Files In Python

Access to a file object using open (filename, mode='r') function

- filename: File name including the file extension. Ex: 'data.txt'
- If you want to access/create a file outside of current working **directory**, you also need to include path. Ex: './FolderName/data.txt'.
 - 'C:/Users/AUYSAL16/Desktop/data.txt'
- mode denotes how the file will be used:
 - · 'r': read mode, default
 - 'w': write mode, overrides the file contents if it already exists
 - 'x': create & write mode, similar to write mode gives error if file already exists
 - 'a': append mode, adds content to the end of file





File Methods

How to read file content?

- First open the file f = open('my_file.txt')
- f.read(): returns content of entire file as a string
- f.readline(): returns a single line from file
- for line in f: ⇒ Iterate over all lines
- list(f)/f.readlines(): read file lines to a list
- Always close the file when you are done: f.close()



File Methods

How to create/modify files?

- Open the file with a write enabled mode, e.g, w, x, a
- Ex: f = open('my_file','w')
- Use f.write (string) to write to file
- file.write() method only takes str values!
- Close the file when you are done.
- f.close()

Context Managers

1. Recap

What if something bad happens before we close the file?

```
f = open('my_file.txt', 'r') as f:
    # Content of my_file.txt: '1,0,2'
values = f.read().split(',')
# What happens?
result = int(values[0]) / int(values[1])
f.close()
```

```
# Safer approach, file is closed
# even when we encounter an exception
with open('my_file.txt', 'w') as f:
    f.write('Hello, world!')
```

Example: World Happiness Report 2019



Open repl.it to code along.