

Tutorial V - Handling Errors

Programming with Python

New tutorial rules

Starting this week, we will begin tutorials in class and aim to complete them during class time. I suspect some of you are not doing them at home, and consistent practice is essential for passing the assignments and the final project. This change ensures everyone gets hands-on time. If you finish all tasks and can demonstrate working solutions, you may leave early. If you feel you are short on time, you may use generative AI (gAI) for assistance. While it's not ideal for building fundamentals, it's better to practice with gAI than not practice at all. Make sure you can explain your solution before you demonstrate it to me.

Basic exception handling

We start with a simple task to get you familiar with the concept of exception handling. You are given an empty function that takes three numbers as input. It adds the first two numbers and then divides the result by the third number. You have to use a try-except block to handle the `ZeroDivisionError`.

```
# TODO: Write a function that takes three numbers as input. It adds the
# first two numbers and then divides the result by the third number. Use a
# try-except block to handle the ZeroDivisionError.
def safe_divide(add_1, add_2, div):
    # Your code here
    pass

# Test cases
print(safe_divide(5, 5, 2)) # Should print: 5.0
print(safe_divide(10, 0, 0)) # Should print: "Error: Division by zero"
```

Handling Multiple Exceptions

In this exercise, you'll have to handle multiple exceptions in one try-except block, as we also want to catch exceptions with a wrong type of input, e.g. when the user inputs a string instead of a number.

```
# a) TODO: Modify the previous function to handle both ZeroDivisionError
# and TypeError
def safe_divide_v2(add_1, add_2, div):
    # Your code here
    pass

# Test cases
```

```
print(safe_divide_v2(5, 5, 2)) # Should print: 5.0
print(safe_divide_v2(10, 0, 0)) # Should print: "Error: Division by zero"
print(safe_divide_v2(2,4, "2")) # Should print: "Error: Invalid input
types"
```

```
# b) TODO: Write a function that asks the user for a number and then
divides it by a second number inputted by the user.
# - Use a try-except block to handle the exceptions.
# - Use a while loop to repeatedly ask the user for a number and divide it
by a second number until the user inputs "no" to the question "Do you want
to continue?".
```

Raising your own exceptions

In this exercise, you'll have to raise your own exceptions when the user inputs a wrong type of input, e.g. when the user inputs a string instead of a number. Your task is to write a function that asks the user a username and then checks if the username is valid. A valid username is considered to be a number that is at least 5 characters long and contains no spaces. If the username is not valid, you should raise an exception, tell the user that the username is not valid and ask for a new username. You should only accept the username if it is valid.

```
# TODO: Write a function that asks the user for a username and then checks
if the username is valid.
# - A valid username is considered to be a number that is at least 5
characters long and contains no spaces.
# - If the username is not valid, you should raise an exception, tell the
user that the username is not valid and ask for a new username.
# - You should only accept the username if it is valid.
```

```
# You can start by changing the code from the lecture:
```

```
class InvalidUsernameError(Exception):
    pass

def get_valid_username():
    while True:
        try:
            username = input("Please enter a username (no spaces): ")
            if " " in username:
                raise InvalidUsernameError("Username must not contain
spaces.")
            return username
        except InvalidUsernameError as e:
            print(f"Invalid username: {e}")
            print("Please try again.")
```

Using Assertions

By using assertions, we can check if the input of a function is correct. If the assertion is not correct, an `AssertionError` is raised. This is especially useful in the development phase to catch errors that should not occur.

```
# TODO: Write a function that calculates the area of a rectangle. Ensure
that the length and width are positive numbers.
def calculate_rectangle_area(length, width):
    # Your code here
    pass

# Test cases
print(calculate_rectangle_area(5, 3))    # Should print: 15
print(calculate_rectangle_area(-5, 3))   # Should raise AssertionError
print(calculate_rectangle_area(5, "3"))  # Should raise AssertionError
```

Debugging

In the following exercise, you'll have to debug a function that is supposed to return the sum of all even numbers in a list. However, there is a bug in the code. Can you find it and fix it? Use either print statements, assertions, or an IDE's debugger to fix the code.

```
# TODO: Fix the bug in the following function.
def sum_even_numbers(numbers):
    total = 0
    for num in numbers:
        if num % 2 == 0:
            total + num
    return total

# Test case
print(sum_even_numbers([1, 2, 3, 4, 5, 6])) # Should print: 12, but it's
not working correctly

# Bonus challenge: Add error handling to make this function more robust
```

Anagram Scramble Game

In this final exercise, you'll create an anagram game that combines everything you've learned about error handling, functions, and file I/O. The computer will scramble a word from a file, and the player must unscramble it within a limited number of tries.

Game Rules:

1. Load words from the file `words.txt` (which you have to create!)
2. Computer randomly selects and scrambles a word
3. Player has 5 tries to guess the original word
4. Player can type "quit" to end the game
5. Display success or the correct answer at the end

Note

To make file loading as easy as possible, I recommend that the CSV file should have one word per line. The words should be lowercase and without any punctuation.

Your Tasks:

```
"""
1. Load words from 'words.txt'
2. If no words loaded, print error and return
3. Randomly select a word using random.choice()
4. Scramble the word
5. Give player 5 attempts
6. In a loop:
    - Show scrambled word and remaining tries
    - Get player input
    - Handle "quit" to exit
    - Validate the guess using validate_guess()
    - Catch and handle all exceptions with appropriate messages
    - Check if guess is correct
    - Break loop if correct or out of tries
7. Display win message or reveal the correct word
"""

# Your code here
```

Requirements Checklist:

- ☐ Load words from file with FileNotFoundError handling
- ☐ Scramble word randomly (ensure it's different from original)
- ☐ Validate empty input (ValueError)
- ☐ Validate input contains only letters (ValueError)
- ☐ Validate guess length matches word (ValueError)
- ☐ Player has exactly 5 tries
- ☐ Handle "quit" command
- ☐ Display clear feedback for each error type
- ☐ Show win/lose message with correct word

Tips:

- Use `random.choice(words)` to select a random word from the list
- Use `random.shuffle()` on a list of characters to scramble
- Use `.strip()` and `.lower()` for input processing
- Use `.isalpha()` to check if string contains only letters
- Use a while loop with a counter for tries
- Make sure scrambled word \neq original (use a while loop to keep shuffling if needed)
- Use try-except blocks in the main game loop to keep game running after errors

That's it!

After a week, you can find the solutions to these exercises online in the associated GitHub repository, but we will also quickly go over them in next week's tutorial. To access the solutions, click on the Github button on the lower right and search for the folder with today's lecture and tutorial. Alternatively, you can ask ChatGPT or Claude

to explain them to you. Remember, the goal is not just to complete the exercises, but to understand the concepts and improve your programming abilities.