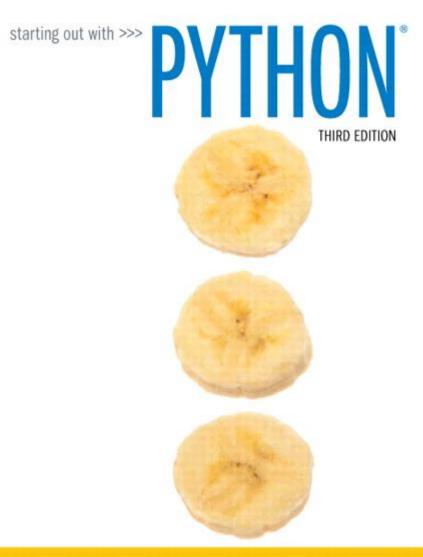
CHAPTER 6

Files and Exceptions



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Topics

- Introduction to File Input and Output
- Using Loops to Process Files
- Processing Records
- Exceptions

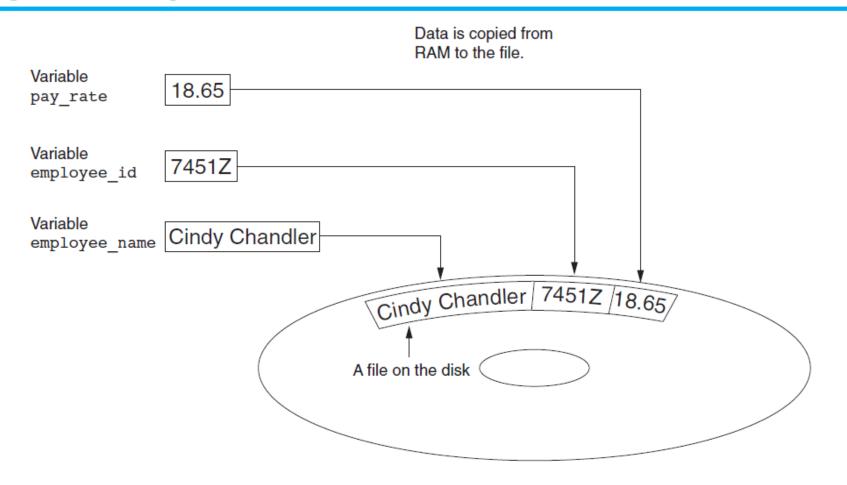


Introduction to File Input and Output

- For program to retain data between the times it is run, you must save the data
 - Data is saved to a file, typically on computer disk
 - Saved data can be retrieved and used at a later time
- "Writing data to": saving data on a file
- Output file: a file that data is written to



Figure 6-1 Writing data to a file



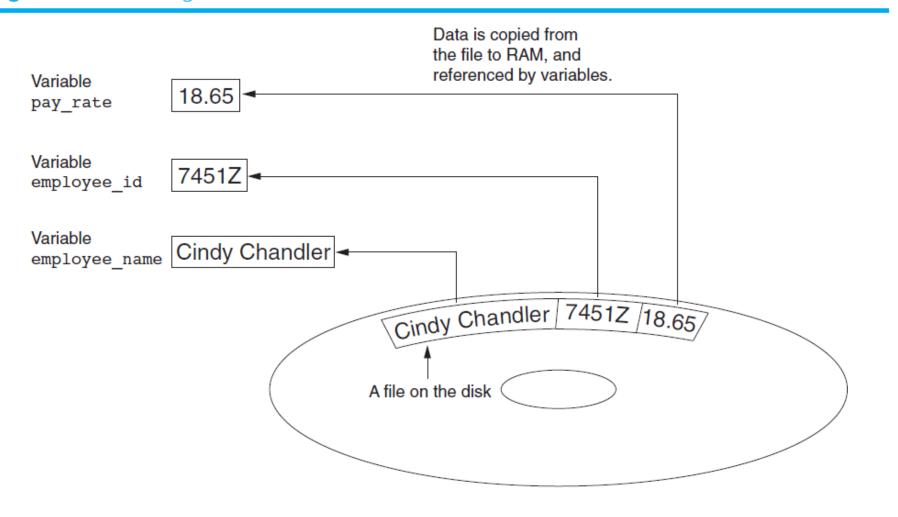


Introduction to File Input and Output (cont'd.)

- "Reading data from": process of retrieving data from a file
- Input file: a file from which data is read
- Three steps when a program uses a file
 - Open the file
 - Process the file
 - Close the file



Figure 6-2 Reading data from a file





Types of Files and File Access Methods

- In general, two types of files
 - <u>Text file</u>: contains data that has been encoded as text
 - Binary file: contains data that has not been converted to text
- Two ways to access data stored in file
 - Sequential access: file read sequentially from beginning to end, can't skip ahead
 - Direct access: can jump directly to any piece of data in the file





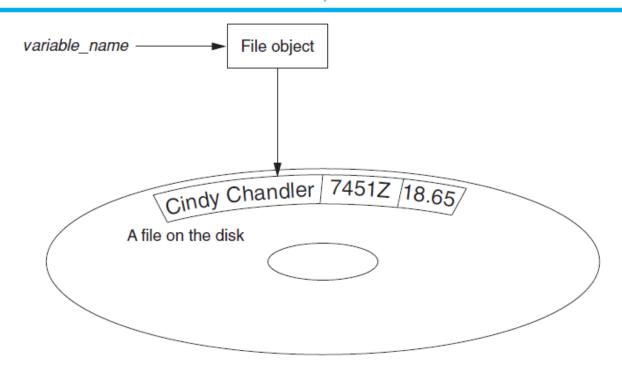
Filenames and File Objects

- Filename extensions: short sequences of characters that appear at the end of a filename preceded by a period
 - Extension indicates type of data stored in the file
- File object: object associated with a specific file
 - Provides a way for a program to work with the file: file object referenced by a variable



Filenames and File Objects (cont'd.)

Figure 6-4 A variable name references a file object that is associated with a file





Opening a File

- open function: used to open a file
 - Creates a file object and associates it with a file on the disk
 - General format:

```
file_object = open(filename, mode)
```

- Mode: string specifying how the file will be opened
 - Example: reading only ('r'), writing ('w'), and appending ('a')



Specifying the Location of a File

- If open function receives a filename that does not contain a path, assumes that file is in same directory as program
- If program is running and file is created, it is created in the same directory as the program
 - Can specify alternative path and file name in the open function argument
 - Prefix the path string literal with the letter r



Writing Data to a File

- <u>Method</u>: a function that belongs to an object
 - Performs operations using that object
- File object's write method used to write data to the file
 - Format: file_variable.write(string)
- File should be closed using file object close method
 - Format: file_variable.close()



Reading Data From a File

- <u>read method</u>: file object method that reads entire file contents into memory
 - Only works if file has been opened for reading
 - Contents returned as a string
- <u>readline method</u>: file object method that reads a line from the file
 - Line returned as a string, including '\n'
- Read position: marks the location of the location of the location to be read from a file



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Concatenating a Newline to and Stripping it From a String

- In most cases, data items written to a file are values referenced by variables
 - Usually necessary to concatenate a '\n' to data before writing it
 - Carried out using the + operator in the argument of the write method
- In many cases need to remove '\n' from string after it is read from a file
 - rstrip method: string method that strips specific characters from end of the string



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Appending Data to an Existing File

- When open file with 'w' mode, if the file already exists it is overwritten
- To append data to a file use the 'a' mode
 - If file exists, it is not erased, and if it does not exist it is created
 - Data is written to the file at the end of the current contents



Writing and Reading Numeric Data

- Numbers must be converted to strings before they are written to a file
- <u>str function</u>: converts value to string
- Number are read from a text file as strings
 - Must be converted to numeric type in order to perform mathematical operations
 - Use int and float functions to convert string to numeric value



Using Loops to Process Files

- Files typically used to hold large amounts of data
 - Loop typically involved in reading from and writing to a file
- Often the number of items stored in file is unknown
 - The readline method uses an empty string as a sentinel when end of file is reached
 - Can write a while loop with the condition

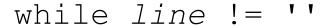
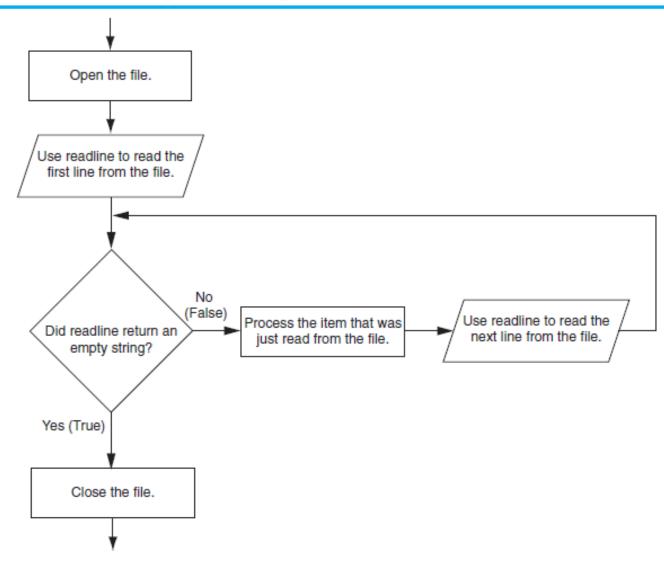




Figure 6-17 General logic for detecting the end of a file





Using Python's for Loop to Read Lines

- Python allows the programmer to write a for loop that automatically reads lines in a file and stops when end of file is reached
 - Format: for line in file_object:
 statements
 - The loop iterates once over each line in the file



Processing Records

- <u>Record</u>: set of data that describes one item
- Field: single piece of data within a record
- Write record to sequential access file by writing the fields one after the other
- Read record from sequential access file by reading each field until record Addison-Wesley Complete



Processing Records (cont'd.)

- When working with records, it is also important to be able to:
 - Add records
 - Display records
 - Search for a specific record
 - Modify records
 - Delete records



Exceptions

- Exception: error that occurs while a program is running
 - Usually causes program to abruptly halt
- Traceback: error message that gives information regarding line numbers that caused the exception
 - Indicates the type of exception and brief description of the error that caused exception to be raised



Exceptions (cont'd.)

- Many exceptions can be prevented by careful coding
 - Example: input validation
 - Usually involve a simple decision construct
- Some exceptions cannot be avoided by careful coding
 - Examples
 - Trying to convert non-numeric string to an integer
 - Trying to open for reading a file that doesn't exist



Exceptions (cont'd.)

- Exception handler: code that responds when exceptions are raised and prevents program from crashing
 - In Python, written as try/except statement
 - General format: try:

statements

except exceptionName:

statements

- <u>Try suite</u>: statements that can potentially raise an exception
- <u>Handler</u>: statements contained in except block



Exceptions (cont'd.)

- If statement in try suite raises exception:
 - Exception specified in except clause:
 - Mandler immediately following except clause executes
 - Continue program after try/except statement
 - Other exceptions:
 - Program halts with traceback error message
- If no exception is raised, handlers are Addison-Wesley skipped



Handling Multiple Exceptions

- Often code in try suite can throw more than one type of exception
 - Need to write except clause for each type of exception that needs to be handled
- An except clause that does not list a specific exception will handle any exception that is raised in the try suite
 - Should always be last in a series of except clauses



Displaying an Exception's Default Error Message

- Exception object: object created in memory when an exception is thrown
 - Usually contains default error message pertaining to the exception
 - Can assign the exception object to a variable in an except clause
 - Example: except ValueError as err:
 - Can pass exception object variable to print function to display the default error message



The else Clause

- try/except statement may include an optional else clause, which appears after all the except clauses
 - Aligned with try and except clauses
 - Syntax similar to else clause in decision structure
 - <u>Else suite</u>: block of statements executed after statements in try suite, only if no exceptions were raised
 - If exception was raised, the else suite is skipped



The finally Clause

- try/except statement may include an optional finally clause, which appears after all the except clauses
 - Aligned with try and except clauses
 - General format: finally:

statements

- Finally suite: block of statements after the finally clause
 - Execute whether an exception occurs or not
 - Purpose is to perform cleanup before exiting



What If an Exception Is Not Handled?

- Two ways for exception to go unhandled:
 - No except clause specifying exception of the right type
 - Exception raised outside a try suite
- In both cases, exception will cause the program to halt
 - Python documentation provides information about exceptions that can be raised by different functions



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Summary

This chapter covered:

- Types of files and file access methods
- Filenames and file objects
- Writing data to a file
- Reading data from a file and determining when the end of the file is reached
- Processing records
- Exceptions, including:
 - Traceback messages
 - Handling exceptions



