

Exceptions in Python

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Outline

- Types of errors
 - Syntax errors, type errors, I/O errors
- Handling exceptions
 - **try-except**
 - **else, finally**
- Raising exceptions
 - **raise** an exception
 - **assert**

Errors in Python

- Syntax error
 - grammatically correct, illegal identifiers, unmatched quotes or parentheses, missing semicolon, illegal operators...
- Logical errors
 - divide by 0, using undefined variables, index out of bound, ...
 - modifying an immutable object, dictionary key not found...
- System and package error
 - File not found, permission denied, terminating a program...
- Many other kinds of errors...

Exceptions

- Exception = mechanism for program to report error
 - callee raises (or "throws") an exception
 - caller handles (or "catches") an exception
- Handling exception => program can continue
 - handler can set program to known state
- if exception is not handled,
 - exception propagates to its caller to handle
 - if no caller handles it => program crashes

Example form of exception: traceback in interactive mode

- happens in interactive mode

```
>>> z    # assume the name z has not been defined
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
NameError: name 'z' is not defined
```

- the Python shell is trying to lookup the name z but could not find it => hence NameError
- why exception?
 - give user a chance to fix problem and keep running
 - if not handled, then the program "crashes"

Example exception related to numbers

- ZeroDivisionError

```
>>> z = 10 / 0
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ZeroDivisionError: division by zero
```

- OverflowError (floating point)

```
>>> 100000000000.0**100000000
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
OverflowError: (34, 'Result too large')
```

TypeError

- when given wrong type of data
- e.g., indexing expects int but gets non-int

```
>>> L = [1, 2, 3]
```

```
>>> L['xyz']
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

```
TypeError: list indices must be integers or slices, not str
```

- e.g., attempt to add int and another type

```
>>> 1 + 'a'
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

```
TypeError: unsupported operand type(s) for +: 'int' and 'str'
```

ValueError

- type may be correct but value is invalid
- Example: conversion from str to int

```
>>> int('23')
```

```
23
```

```
>>> int('xyz')
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

```
ValueError: invalid literal for int() with base 10: 'xyz'
```

- e.g., when prompting user to input an int, they type in some non-int string value

Common Exceptions

error	meaning
<code>NameError</code>	trying to access an undefined variable or name
<code>ZeroDivisionError</code>	trying to divide by 0
<code>SyntaxError</code>	grammatically incorrect code
<code>IndexError</code>	<code>L[i]</code> when <code>i < -N</code> or <code>i >= N</code> where <code>N = len(L)</code>
<code>KeyError</code>	<code>dict[k]</code> when dict doesn't contain key <code>k</code>
<code>OSError</code> (was <code>IOError</code>)	system access problems, including files (not found, no permission)
<code>AttributeError</code>	<code>obj.attr</code> when <code>obj</code> does not have attribute <code>attr</code>

try-except for handling exceptions

- Catch-all

try:

statementSuite

except:

exHandler

- Catch specific

try:

statementSuite

except E1:

exHandler1

except E2:

exHandler2

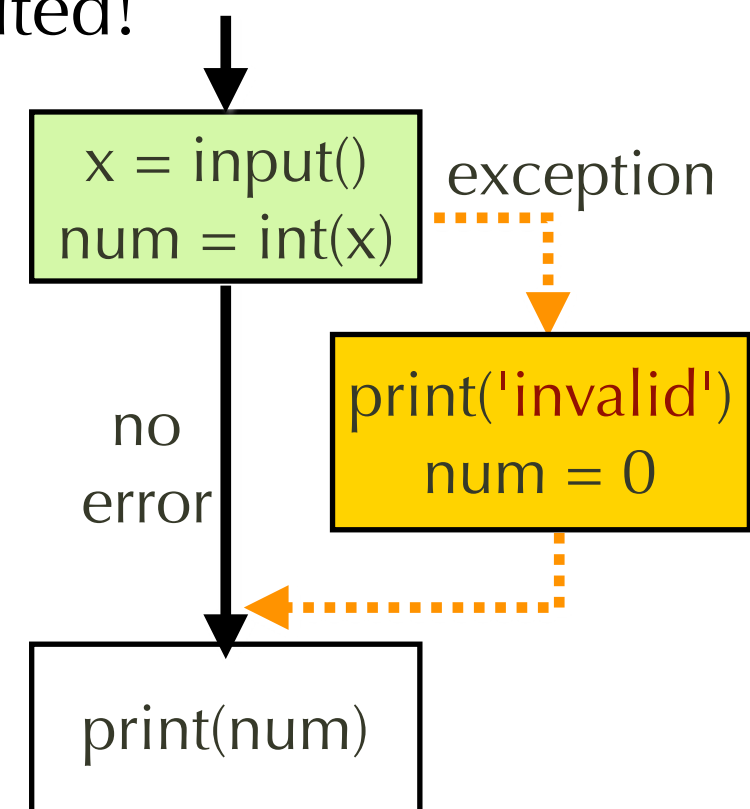
```
try:
    fh = open('myfile')
except:    # catches all errors
    print('cannot open file')
    sys.exit(1)
s = fh.read()
fh.close()
```

```
try:
    fh = open('myfile')
except OSError:
    print('cannot open file')
    sys.exit(1)
s = fh.read()
fh.close()
```

Control flow of exception

- try-except suite
 - if no error, suite runs normally and skips except part
 - if error, jumps from error spot to except suite
=> try-except suite may be incompletely executed!

```
try:  
    x = input('enter a number:')  
    num = int(x)  
except:  
    print('invalid number')  
    num = 0  
print('number = ', num)
```

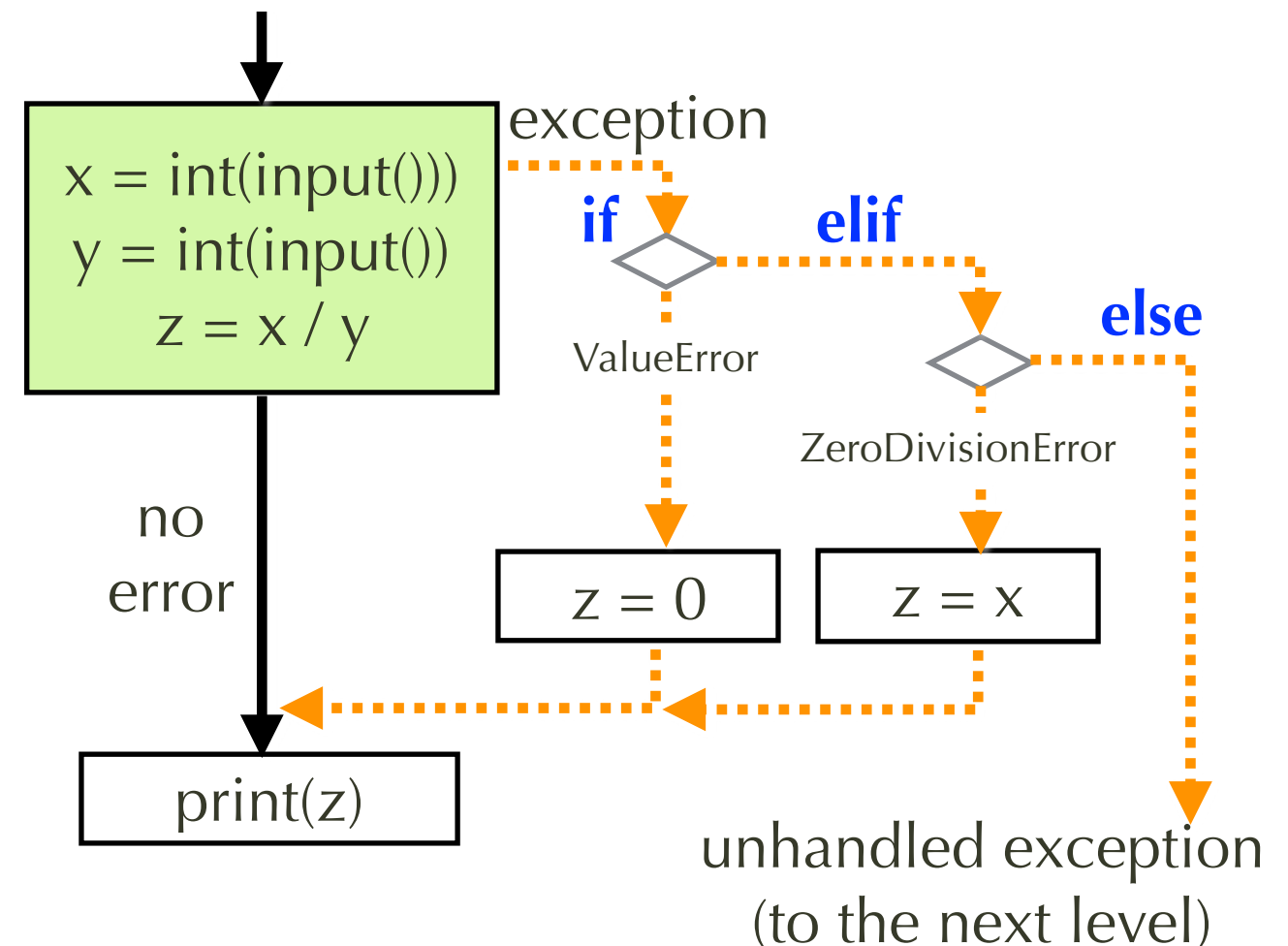


- except suite may fix problem and allow the program to continue execution

Distinguish between different types of exceptions

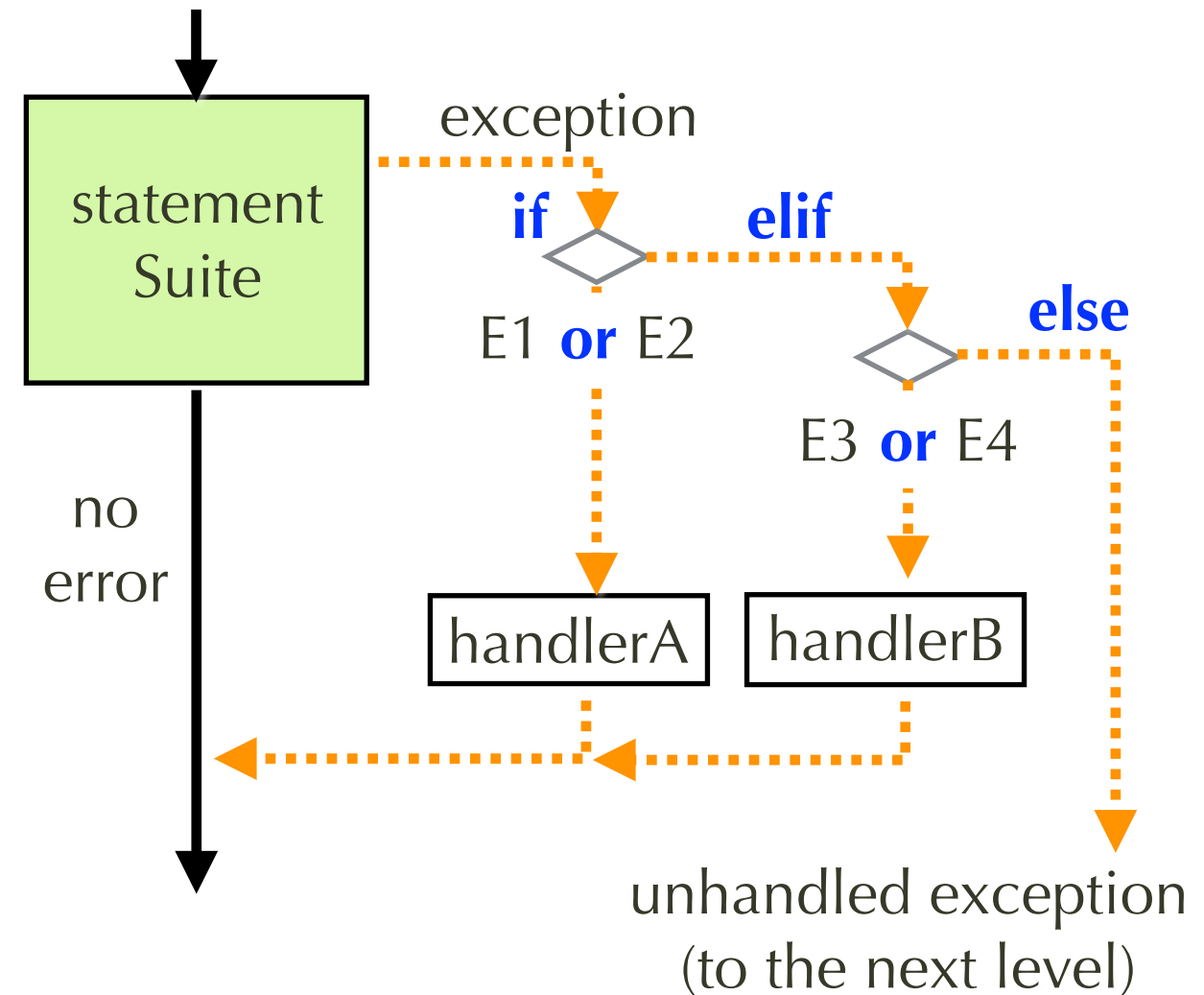
- Several kinds of things can go wrong
 - multiple except clauses, each for its own type
 - at most one clause will be executed for an error

```
try:  
    x = int(input('enter num1:'))  
    y = int(input('enter num2:'))  
    z = x / y  
except ValueError:  
    z = 0  
except ZeroDivisionError:  
    z = x  
print(z)
```



Sharing handlers between multiple types of exceptions

- Catch specific
try:
 statementSuite
except (*E1*, *E2*):
 handlerA
except (*E3*, *E4*):
 handlerB



Multiple exceptions in a try clause

- For example, if you want `OverflowError` and `ZeroDivisionError` to be handled by the same code, do

```
try:
    quotient = M / X
except (OverflowError, ZeroDivisionError):
    quotient = 0.0
...
```

- instead of listing them multiple times

```
try:
    quotient = M / X
except OverflowError:
    quotient = 0.0
except ZeroDivisionError:
    quotient = 0.0
```

Exceptions with Arguments

- **try:**
 statementSuite
except *E1* **as** *e*:
 exHandler1
- *E1* is the exception type
- *e* is the exception argument, which carries associated information
 - e.g., error message

Exception arguments

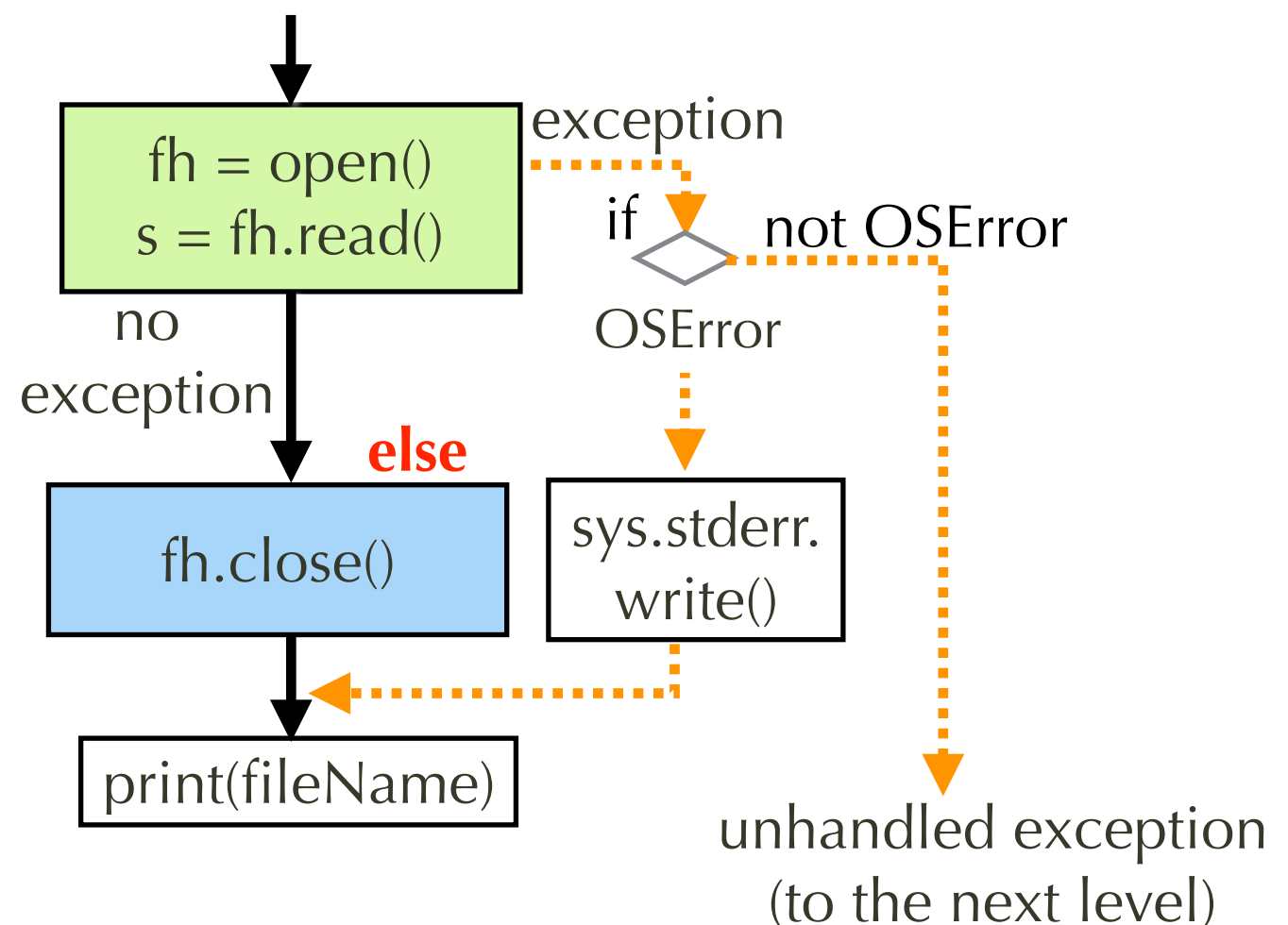
- Additional info associated with exception
- Example: OSError could be several things
 - reading: file not found
 - writing: permission denied
 - both are OSError, but how to distinguish them?
- The argument contains more information

```
>>> try:
...     fh = open('myfile')
... except OSError as err:
...     print('error: %s' % str(err))
...
error: [Errno 2] No such file or directory: 'myfile'
```


else clause in try-except

- executed on "normal" path (i.e., no error)
- analogous to **else** in **while** or **for** loops

```
import sys
fileName = 'myfile'
try:
    fh = open(fileName)
    s = fh.read()
except OSError as err:
    sys.stderr.write(str(err))
else: # normal completion of try
    fh.close()
print(fileName)
```



nested try-except statements

- a try-except statement inside another try-except:

```
import sys                                     outer try
try:
    fh = open('myfile')
    try:                                       inner try
        A = int(fh.read())
        B = int(fh.read())
        quotient = A / B
    except (OverflowError, ZeroDivisionError):
        quotient = 0.0
    except ValueError:
        quotient = 1.0
    print('quotient = %f' % quotient)
except OSError as err:
    # catches uncaught inner exception
    sys.stderr.write(str(err))
```

how nested try works

- inner try catches => no problem
- uncaught inner error => outer can catch it

```
import sys
try:
    fh = open('myfile')
    try:
        A = int(fh.read())
        B = int(fh.read())
        quotient = A / B
    except (OverflowError, ZeroDivisionError):
        quotient = 0.0
    except ValueError:
        quotient = 1.0
    print('quotient = %f' % quotient)
except OSError as err:
    # catches uncaught inner exception
    sys.stderr.write(str(err))
```

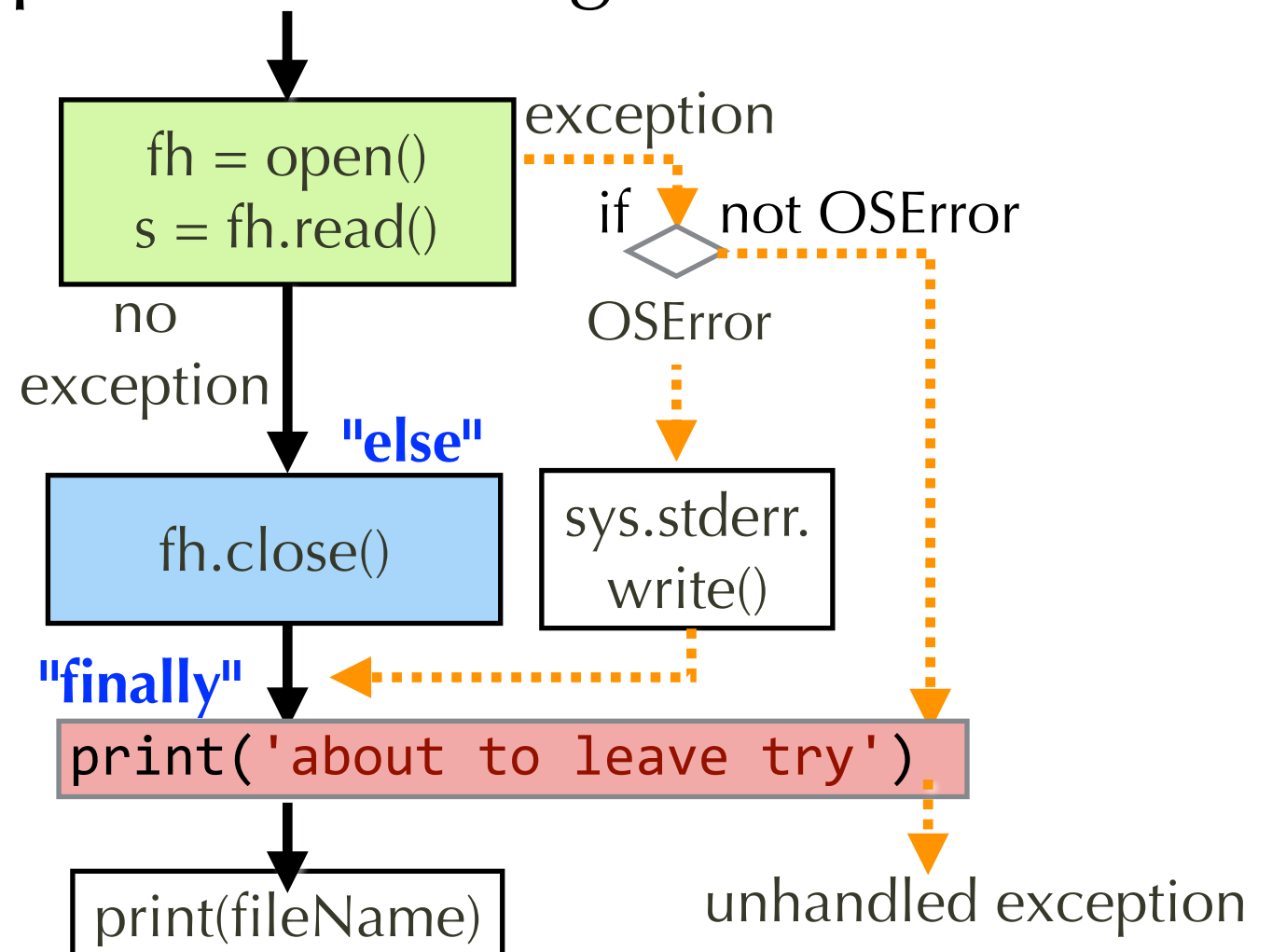
outer try

inner try

finally clause in try-except

- executed on "all" paths
 - Why? try-suite may be incompletely executed
 - last chance to clean up before exiting

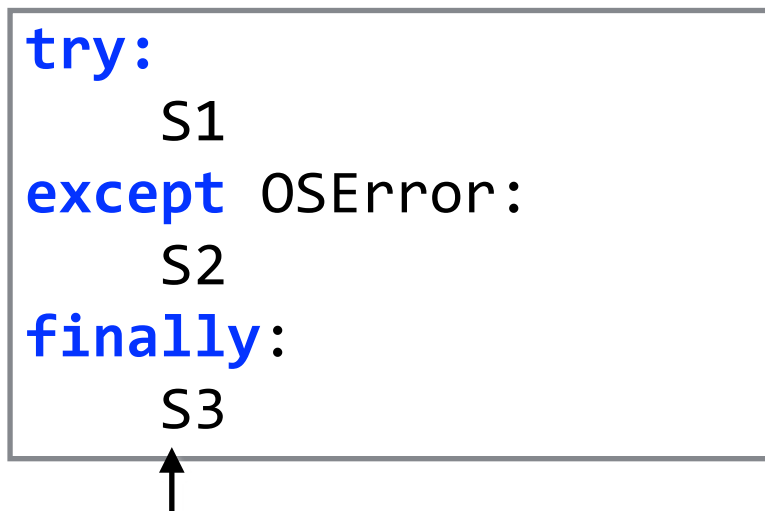
```
import sys
fileName = 'myfile'
try:
    fh = open(fileName)
    s = fh.read()
except OSError as err:
    sys.stderr.write(str(err))
else: # normal completion of try
    fh.close()
finally:
    print('about to leave try')
print(fileName)
```



try-finally

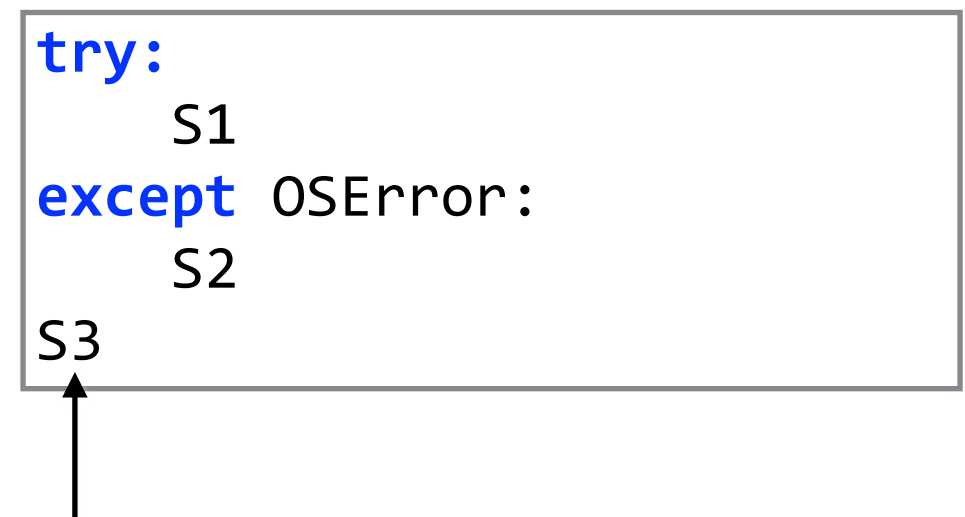
- **finally** clause executed regardless of exception or normal, including uncaught exception (to be propagated outward)

```
try:
    S1
except OSError:
    S2
finally:
    S3
```

A diagram of a try-finally block. The code is enclosed in a box. An arrow points from below to the 'finally:' line, and another arrow points from below to 'S3'.

not the
same!

```
try:
    S1
except OSError:
    S2
S3
```

A diagram of a try-except block. The code is enclosed in a box. An arrow points from below to 'S3'.

S3 is executed in 3 ways

- Normal completion of S1, then S3
- Incomplete S1 due to OSError, S2, then S3
- Incomplete S1 that is not OSError, execute S3, then go to higher level

S3 is executed in 2 ways

- Normal completion of S1, then S3
 - Incomplete S1 due to OSError, S2, then S3
- But if another exception that is not OSError, S1 not executed! Go to higher level

exception class hierarchy

- Exceptions can be categorized
- Example: `ArithmeticError` (the "superclass")
 - `FloatingPointError` (a specific kind of `ArithmeticError`)
 - `ZeroDivisionError` (another specific arith. err.)
 - `OverflowError` (another specific arith. err.)
- `ArithmeticError` (more general) covers the other more specific errors!

exception class hierarchy

- ArithmeticError
 - FloatingPointError
 - ZeroDivisionError
 - OverflowError

```
try:  
    ....  
except (FloatingPointError, ZeroDivisionError, OverflowError):
```

- is the same as

```
try:  
    ....  
except ArithmeticError:
```

Redundant clauses => tested in serial (if-elif-else) order!!

```
try:
    S1
except FloatingPointError:
    S2
except ArithmeticError:
    S3
```

- FloatingPointError => S2, **not** S3
- ZeroDivisionError or OverflowError => S3, not S2

```
try:
    S1
except ArithmeticError:
    S2
except FloatingPointError:
    S3
```

- All arithmeticError => handled by S2
- S3 is **never** executed, because it is already covered by ArithmeticError!!!!

Raising your own exceptions

- Why?
 - enforce parameter type, value, key into dictionary,
 - enforce syntax of command, application-specific condition
- Syntax
 - **raise** *ExceptionType*('arguments') # with arguments
 - **raise** *ExceptionType* # without arguments
 - **raise** # re-raise the exception for outer level to handle
 - **assert** *condition*
 - **assert** *condition*, *expression*

Example: rock-paper-scissors game

- Ask the user for rock, paper, scissors by typing 'r', 'p', or 's',
- type 'q' to quit
- Raise exception if the input is not one of them

```
rps = input('Rock, Paper, Scissors, or Quit? [rpsq] ')
if rps == 'q':
    sys.exit(0)
if rps in {'r', 'p', 's'}:
    # play the game...
else:
    raise ValueError(f'invalid input: {rps}')
```

Assertions

- A special case of raising exceptions
- Syntax 1: **assert** *condition*
meaning: **if not condition: raise** AssertionError
- Syntax 2: **assert** *condition, expression*
if not condition: raise AssertionError(*expression*)

```
try:  
    fh = open('myfile')  
    s = fh.read()  
    assert s != ''  
except AssertionError:  
    print('file empty!')
```

```
try:  
    fh = open('myfile')  
    s = fh.read()  
    assert s != '', 'empty file'  
except AssertionError as e:  
    print(str(e))
```

Use of Assertions

- Good practice to include assertions in your own code
 - making sure important assumptions hold before you execute some code
- You don't have to try-catch `AssertionError`
 - The main purpose is to help locate your bug!
 - Rely on runtime system to report assertion error