

Exceptions and file input/output

- try-raise-except-finally
- Exception
- control flow
- match - case
- file open/read/write
- sys.stdin, sys.stdout, sys.stderr

Exceptions – Error handling and control flow

- **Exceptions** is a widespread technique to handle run-time **errors** / abnormal behaviour (e.g. in Python, Java, C++, JavaScript, C#)
- **Exceptions** can also be used as an **advanced control flow mechanism** (e.g. in Python, Java, JavaScript)
 - *Problem: How to perform a "break" in a recursive function ?*

Built-in exceptions (class hierarchy)

```
BaseException
+-- SystemExit
+-- KeyboardInterrupt
+-- GeneratorExit
+-- Exception
    +-- StopIteration
    +-- StopAsyncIteration
    +-- ArithmeticError
    |   +-- FloatingPointError
    |   +-- OverflowError
    |   +-- ZeroDivisionError
    +-- AssertionError
    +-- AttributeError
    +-- BufferError
    +-- EOFError
    +-- ImportError
    |   +-- ModuleNotFoundError
    +-- LookupError
    |   +-- IndexError
    |   +-- KeyError
    +-- MemoryError
    +-- NameError
    |   +-- UnboundLocalError
    +-- TypeError
    +-- ValueError
    |   +-- UnicodeError
    |       +-- UnicodeDecodeError
    |       +-- UnicodeEncodeError
    |       +-- UnicodeTranslateError
```

```
+-- OSError
    |   +-- BlockingIOError
    |   +-- ChildProcessError
    |   +-- ConnectionError
    |       +-- BrokenPipeError
    |       +-- ConnectionAbortedError
    |       +-- ConnectionRefusedError
    |       +-- ConnectionResetError
    +-- FileNotFoundError
    +-- InterruptedError
    +-- IsADirectoryError
    +-- NotADirectoryError
    +-- PermissionError
    +-- ProcessLookupError
    +-- TimeoutError
+-- ReferenceError
+-- RuntimeError
    |   +-- NotImplementedError
    |   +-- RecursionError
+-- SyntaxError
    |   +-- IndentationError
    |   +-- TabError
+-- SystemError
+-- Warning
    +-- DeprecationWarning
    +-- PendingDeprecationWarning
    +-- RuntimeWarning
    +-- SyntaxWarning
    +-- UserWarning
    +-- FutureWarning
    +-- ImportWarning
    +-- UnicodeWarning
    +-- BytesWarning
    +-- ResourceWarning
```

Typical built-in exceptions

and unhandled
behaviour

Python shell

```
> 7 / 0
| ZeroDivisionError: division by zero
> int('42x')
| ValueError: invalid literal for int() with base 10: '42x'
> x = y
| NameError: name 'y' is not defined
> L = list(range(1000000000))
| MemoryError
> 2.5 ** 1000
| OverflowError: (34, 'Result too large')
> t = (3, 4)
> t[0] = 7
| TypeError: 'tuple' object does not support item assignment
> t[3]
| IndexError: tuple index out of range
> t.x
| AttributeError: 'tuple' object has no attribute 'x'
> x = {}
> x['foo']
| KeyError: 'foo'
> def f(x): f(x + 1)
> f(0)
| RecursionError: maximum recursion depth exceeded
> def f(): x = x + 1
> f()
| UnboundLocalError: local variable 'x' referenced before assignment
```

Catching exceptions – Fractions (I)

fraction1.py

```
while True:
    numerator = int(input('Numerator = '))
    denominator = int(input('Denominator = '))
    result = numerator / denominator
    print('%s / %s = %s' % (numerator, denominator, result))
```

Python shell

```
| Numerator = 10
| Denominator = 3
| 10 / 3 = 3.3333333333333335
| Numerator = 20
| Denominator = 0
| ZeroDivisionError: division by zero
```

Catching exceptions – Fractions (II)

fraction2.py

```
while True:
    numerator = int(input('Numerator = '))
    denominator = int(input('Denominator = '))
    try:
        result = numerator / denominator
    except ZeroDivisionError:
        print('cannot divide by zero')
        continue
    print('%s / %s = %s' % (numerator, denominator, result))
```

catch
exception

Python shell

```
| Numerator = 10
| Denominator = 0
| cannot divide by zero
| Numerator = 20
| Denominator = 3
| 20 / 3 = 6.666666666666667
| Numerator = 42x
| ValueError: invalid literal for int() with base 10: '42x'
```

Catching exceptions – Fractions (III)

fraction3.py

```
while True:
    try:
        numerator = int(input('Numerator = '))
        denominator = int(input('Denominator = '))
    except ValueError:
        print('input not a valid integer')
        continue
    try:
        result = numerator / denominator
    except ZeroDivisionError:
        print('cannot divide by zero')
        continue
    print('%s / %s = %s' % (numerator, denominator, result))
```

catch
exception

catch
exception

Python shell

```
| Numerator = 5
| Denominator = 2x
| input not a valid integer
| Numerator = 5
| Denominator = 2
| 5 / 2 = 2.5
```

fraction3.py

```
while True:
    try:
        numerator = int(input('Numerator = '))
        denominator = int(input('Denominator = '))
    except ValueError:
        print('input not a valid integer')
        continue
    try:
        result = numerator / denominator
        print('%s / %s = %s' % (numerator, denominator, result))
    except ZeroDivisionError:
        print('cannot divide by zero')
```

```
Python shell
```

[illegible]

exception
not caught

Catching exceptions – Fractions (IV)



catch
exceptions

fraction4.py

```
while True:
    try:
        numerator = int(input('Numerator = '))
        denominator = int(input('Denominator = '))
        result = numerator / denominator
        print('%s / %s = %s' % (numerator, denominator, result))
    except ValueError:
        print('input not a valid integer')
    except ZeroDivisionError:
        print('cannot divide by zero')
```

Python shell

```
| Numerator = 3
| Denominator = 0
| cannot divide by zero
| Numerator = 3x
| input not a valid integer
| Numerator = 4
| Denominator = 2
| 4 / 2 = 2.0
```

Keyboard interrupt (Ctrl-c)

- throws **KeyboardInterrupt** exception

infinite-loop1.py

```
print('starting infinite loop')

x = 0
while True:
    x = x + 1

print('done (x = %s)' % x)
input('type enter to exit')
```

Python shell

```
| starting infinite loop
| Traceback (most recent call last):
|   File 'infinite-loop1.py', line 4, in <module>
|     x = x + 1
| KeyboardInterrupt
```

infinite-loop2.py

```
print('starting infinite loop')

try:
    x = 0
    while True:
        x = x + 1
except KeyboardInterrupt:
    pass

print('done (x = %s)' % x)
input('type enter to exit')
```

Python shell

```
| starting infinite loop
| done (x = 23890363)   # Ctrl-c
| type enter to exit
```

Keyboard interrupt (Ctrl-c)

- Be aware that you likely would like to leave the Ctrl-c generated **KeyboardInterrupt** exception unhandled, except when stated explicitly

read-int1.py

```
while True:
    try:
        x = int(input('An integer: '))
        break
    except ValueError: # only ValueError
        continue
```

```
print('The value is:', x)
```

Python shell

```
| An integer:          Ctrl-c
| KeyboardInterrupt
```

read-int2.py

```
while True:
    try:
        x = int(input('An integer: '))
        break
    except: # all exceptions
        continue
```

```
print('The value is:', x)
```

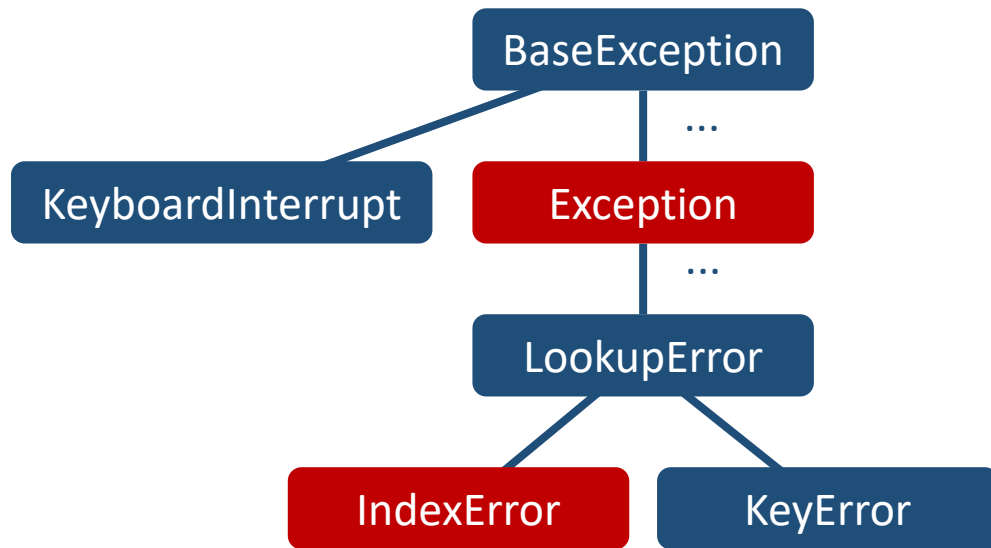
Python shell

```
| An integer:          Ctrl-c
| An integer:          Ctrl-c
| An integer:
```

catches
KeyboardInterrupt

- (left) KeyboardInterrupt is unhandled (right) it is handled (intentionally?)

Exception class hierarchy




except-twice1.py

```
try:
    L[4]
except IndexError: # must be before Exception
    print('IndexError')
except Exception:
    print('Fall back exception handler')
```

except-twice2.py

```
try:
    L[4]
except Exception: # and subclasses of Exception
    print('Fall back exception handler')
except IndexError:
    print('IndexError') # unreachable
```



try statement syntax

try:

code

except ExceptionType1:

code # executed if raised exception instanceof
ExceptionType1 (or subclass of ExceptionType1)

except ExceptionType2:

code # executed if exception type matches and none of
the previous except statements matched

...

else:

code # only executed if no exception was raised

finally:

code # always executed independent of exceptions
typically used to clean up (like closing files)

arbitrary number of except cases

except variations

`except:` # catch all exceptions



`except ExceptionType:` # only catch exceptions of class `ExceptionType`
or subclasses of `ExceptionType`

`except (ExceptionType1, ExceptionType2, ..., ExceptionTypek):`
catch any of `k` classes (and subclasses)

`except ExceptionType as e:`
catch exception and assign exception object to `e`
`e.args` contains arguments to the raised exception

Raising exceptions

- An exception is raised (or thrown) using one of the following (the first being an alias for the second):

```
raise ExceptionType
```

```
raise ExceptionType()
```

```
raise ExceptionType(args)
```

abstract.py

```
class A():
    def f(self):
        print('f')
        self.g()

    def g(self):
        raise NotImplementedError

class B(A):
    def g(self):
        print('g')
```

Python shell

```
> B().f()
| f
| g
> A().f()
| f
| NotImplementedError
```

User exceptions

- New exception types are created using **class inheritance** from an existing exception type (possibly defining `__init__`)

tree-search.py

```
class SolutionFound(Exception): # new exception
    pass

def recursive_tree_search(x, t):
    if isinstance(t, tuple):
        for child in t:
            recursive_tree_search(x, child)
    elif x == t:
        raise SolutionFound # found x in t

def tree_search(x, t):
    try:
        recursive_tree_search(x, t)
    except SolutionFound:
        print('found', x)
    else:
        print('search for', x, 'unsuccessful')
```

Python shell

```
> tree_search(8, ((3,2),5,(7,(4,6))))
| search for 8 unsuccessful
> tree_search(7, ((3,2),5,(7,(4,6))))
| found 7
```


match – case (since Python 3.10)

- Assume we want to do different things depending on the value of an expression (different *cases*)
- Can be done using `if`, but also using `match – case`, that is also evaluated top-down

match-case.py

```
x = 7
if x == 1:
    print('x is one')
elif x == 2:
    print('x is two')
elif x == 3 or x == 4 or x == 5:
    print('x is three, four or five')
else:
    print(x, 'is not in the range 1-5')
```

Python shell

```
| 7 is not in the range 1-5
```

match-case.py

```
x = 7
match x: # match expression
    case 1:
        print('x is one')
    case 2:
        print('x is two')
    case 3 | 4 | 5: # match any of the cases
        print('x is three, four or five')
    case value: # else, value = variable name
        print(value, 'is not in the range 1-5')
```

Python shell

```
| 7 is not in the range 1-5
```

match – case

Can match...

- simple values
- named variable values
- guards (`if`)
- sequences of values
- dictionaries
- builtin types
- user defined classes
- nested structures of the above

match-case.py

```
class Color:
    RED = 'ff0000'
    GREEN = '00ff00'
    BLUE = '0000ff'

class Point:
    __match_args__ = ('x', 'y')
    def __init__(self, x, y):
        self.x = x
        self.y = y
    def __repr__(self):
        return f'Point({self.x}, {self.y})'
```

match-case.py

```
match x:
    case 42:
        return 'the integer 42'
    case 1 | 2 | 3 | 4 | 5:
        return 'integer in range(1, 6)'
    case (1, 2):
        return 'sequence containing the elements 1 and 2'
    case [x, 2]:
        return 'sequence of length 2, last=2, first=' + str(x)
    case (x, y) if x + y == 7: # guard
        return 'sequence with two values with sum 7'
    case [0, 1, *x]: # x is list of remaining elements in sequence
        return 'sequence starting with 1 and 2, and tail ' + str(x)
    case {'a': 7, 'b': x}:
        return 'dictionary "a" -> 7, "b" -> ' + str(x)
    case (('a' | 'b'), ('c' | 'd')):
        return 'tuple length 2, first "a" or "b", last "c" or "d"'
    case (('x' | 'y') as fst, ('x' | 'y') as snd):
        return '(fst, snd), where fst=' + str(fst) + ', snd=' + str(snd)
    case float(value): # test on builtin type
        return 'a float ' + str(value)
    case Color.RED: # class or object attribute
        return 'the color red'
    case Point(x=7, y=value): # Point object with attributes x and y
        return 'a Point object with x=7, and y=' + str(value)
    case Point(x, y): # requires __match_args__ in class Point
        return 'a point Point(' + str(x) + ', ' + str(y) + ')'
    case e: # ⚠ using the wildcard _ would not bind to a variable
        return 'cannot match ' + repr(e)
```

Python shell

```
> for x in [42, 1, [1, 2], [7, 2], range(3, 5), (3, (5, 7)), (0, 1, 2, 3, 4, 5), {'a':7, 'b':42, 'c':1},  
    ('b', 'c'), ('y', 'x'), 3.14, 'ff0000', Point(7, 42), Point(3, 5), 'abc']:  
    print('f(' + repr(x) + ') = ' + repr(f(x)))  
f(42) = 'the integer 42'  
f(1) = 'integer in range(1, 6)'  
f([1, 2]) = 'sequence containing the elements 1 and 2'  
f([7, 2]) = 'sequence of length 2, last=2, first=7'  
f(range(3, 5)) = 'sequence with two values with sum 7'  
f((3, (5, 7))) = 'a triplet (3, (5, 7))'  
f((0, 1, 2, 3, 4, 5)) = 'sequence starting with 1 and 2, and tail [2, 3, 4, 5]'  
f({'a': 7, 'b': 42, 'c': 1}) = 'dictionary "a" -> 7, "b" -> 42'  
f(('b', 'c')) = 'tuple length 2, first "a" or "b", last "c" or "d" '  
f(('y', 'x')) = '(fst, snd), where fst=y, snd=x'  
f(3.14) = 'a float 3.14'  
f('ff0000') = 'the color red'  
f(Point(7, 42)) = 'a Point object with x=7, and y=42'  
f(Point(3, 5)) = 'a point Point(3, 5) '  
f('abc') = "cannot match 'abc'"
```

3 ways to read lines from a file

Steps

1. Open file using `open`
2. Read lines from file using
 - a) `filehandler.readline`
 - b) `filehandler.readlines`
 - c) `for line in filehandler:`
3. Close file using `close`

`open('filename.txt')` assumes the file to be in the same folder as your Python program, but you can also provide a full path
`open('c:/Users/gerth/Documents/filename.txt')`

try to open file for reading filename

filehandle

iterate over lines in file

close file when done

```
reading-file1.py
f = open('reading-file1.py')
for line in f:
    print('>', line[:-1])
f.close()
```

read all lines into a list of strings

```
reading-file2.py
f = open('reading-file2.py')
lines = f.readlines()
f.close()
for line in lines:
    print('>', line[:-1])
```

read single line (terminated by '\n')

```
reading-file3.py
f = open('reading-file3.py')
line = f.readline()
while line != '':
    print('>', line[:-1])
    line = f.readline()
f.close()
```

3 ways to write lines to a file

- Opening file:
`open(filename, mode)`
where *mode* is a string, either 'w' for opening a new (or truncating an existing file) and 'a' for appending to an existing file
- Write single string:
`filehandle.write(string)`
Returns the number of characters written
- Write list of strings strings:
`filehandle.writeline(list)`
- Newlines ('\\n') must be written explicitly
- `print` can take an optional `file` argument

try to open file
for writing

write mode

write single
string to file

write list of
strings to file

append to existing file

```
write-file.py
f = open('output-file.txt', 'w')
f.write('Text 1\\n')
f.writelines(['Text 2\\n', 'Text 3 '])
f.close()

g = open('output-file.txt', 'a')
print('Text 4', file=g)
g.writelines(['Text 5 ', 'Text 6'])
g.close()
```

output-file.txt

```
Text 1
Text 2
Text 3 Text 4
Text 5 Text 6
```

Exceptions while dealing with files

- When dealing with files one should be prepared to handle errors / raised exceptions, e.g. `FileNotFoundError`

reading-file4.py

```
try:
    f = open('reading-file4.py')
except FileNotFoundError:
    print('Could not open file')
else:
    try:
        for line in f:
            print('> ', line[:-1])
    finally:
        f.close()
```

Opening files using `with`

- The Python keyword `with` allows to create a *context manager* for handling files
- *Filehandle will automatically be closed, also when exceptions occur*
- Under the hood: filehandles returned by `open()` support `__enter__()` and `__exit__()` methods

`f` = result of calling `__enter__()`
on result of `open` expression,
which is the file handle

reading-file5.py

```
with open('reading-file5.py') as f:
    for line in f:
        print('> ', line[:-1])
```

Does a file exist?

- Module `os.path` contains a method `isfile` to check if a file exists

checking-files.py

```
import os.path

filename = input('Filename: ')
if os.path.isfile(filename):
    print('file exists')
else:
    print('file does not exist')
```


module `sys`

- Module `sys` contains the three standard file handles
`sys.stdin` (used by the `input` function)
`sys.stdout` (used by the `print` function)
`sys.stderr` (error output from the Python interpreter)

`sys-test.py`

```
import sys
sys.stdout.write('Input an integer: ')
x = int(sys.stdin.readline())
sys.stdout.write('%s square is %s' % (x, x**2))
```

Python shell

```
| Input an integer: 10
| 10 square is 100
```

`print(..., file=output file)`

`sys-print-file.py`

```
import sys
def complicated_function(file):
    print('Hello world', file=file) # print to file or STDOUT
while True:
    file_name = input('Output file (empty for STDOUT): ')

    if file_name == '':
        file = sys.stdout
        break
    else:
        try:
            file = open(file_name, 'w')
            break
        except Exception:
            pass

complicated_function(file)
if file != sys.stdout:
    file.close()
```

PEP8 on exceptions

- For all try/except clauses, limit the try clause to the absolute **minimum amount of code** necessary.
- The class naming convention applies (**CapWords**)
- Use the **suffix "Error"** on your exception names (if the exception actually is an error)
- A bare **except:** clause will catch **SystemExit** and **KeyboardInterrupt** exceptions, making it harder to interrupt a program with Control-C, and can disguise other problems.
If you want to catch all exceptions that signal program errors, use **except Exception:**

Performance of scanning a file

- Python can efficiently scan through quite big files

File	Size	Time
<u>Atom_chem_shift.csv</u>	≈ 750 MB	≈ 8 sec
<u>cano.txt</u>	≈ 3.7 MB	≈ 0.1 sec

The first search finds all lines related to ThrB12-DKP-insulin (Entry ID 6203) in a chemical database available from www.bmrb.wisc.edu

The second search finds all occurrences of “Germany” in Conan Doyle's complete Sherlock Holmes available at sherlock-holm.es

file-scanning.py

```
from time import time
for filename, query in [
    ('Atom_chem_shift.csv', ',6203,'),
    ('cano.txt', 'Germany')
]:
    count = 0
    matches = []
    start = time()
    with open(filename) as f:
        for i, line in enumerate(f, start=1):
            count += 1
            if query in line:
                matches.append((i, line))
    end = time()

    for i, line in matches:
        print(i, ': ', line, end='')
    print('Duration:', end - start)
    print(len(matches), 'of', count, 'lines match')
```

Python shell

```
...
3057752 : 195,,2,2,30,30,THR,HB,H,1,4.22,0.02,,1,,,,,,,,,,,,,,,,,,,,,228896,6203,2
3057753 : 196,,2,2,30,30,THR,HG21,H,1,1.18,0.02,,1,,,,,,,,,,,,,,,,,,,,,228896,6203,2
3057754 : 197,,2,2,30,30,THR,HG22,H,1,1.18,0.02,,1,,,,,,,,,,,,,,,,,,,,,228896,6203,2
3057755 : 198,,2,2,30,30,THR,HG23,H,1,1.18,0.02,,1,,,,,,,,,,,,,,,,,,,,,228896,6203,2
Duration: 7.760039329528809
329 of 9758361 lines match
57557 :      "Well, then, to the West, or to England, or to Germany, where father
66515 :      kind master. He wanted me to go with his wife to Germany yesterday,
66642 :      of business in Germany in the past and my name is probably familiar
73273 :      associates with Germany. This he placed in his instrument cupboard.
Duration: 0.07700657844543457
4 of 76764 lines match
```

sudoku.py

```
class Sudoku:
    def __init__(self, puzzle):
        self.puzzle = puzzle

    def solve(self):
        def find_free():
            for i in range(9):
                for j in range(9):
                    if self.puzzle[i][j] == 0:
                        return (i, j)
            return None

        def unused(i, j):
            i_, j_ = i // 3 * 3, j // 3 * 3
            cells = {(i, k) for k in range(9)}
            cells |= {(k, j) for k in range(9)}
            cells |= {(i, j) for i in range(i_, i_ + 3)
                      for j in range(j_, j_ + 3)}
            return set(range(1, 10)) - {self.puzzle[i][j] for i, j in cells}

        class SolutionFound(Exception):
            pass

        def recursive_solve():
            cell = find_free()
            if not cell:
                raise SolutionFound
            i, j = cell
            for value in unused(i, j):
                self.puzzle[i][j] = value
                recursive_solve()
                self.puzzle[i][j] = 0

        try:
            recursive_solve()
        except SolutionFound:
            pass
```

sudoku.py (continued)

```
def print(self):
    for i, row in enumerate(self.puzzle):
        cells = [' %s ' % c if c else ' . ' for c in row]
        print(''.join([''.join(cells[j:j+3]) for j in (0,3,6)]))
        if i in (2,5):
            print('-----+-----+-----')

with open('sudoku.txt') as f:
    A = Sudoku([[int(x) for x in line.strip()] for line in f])

A.solve()
A.print()
```

sudoku.txt

```
517600034
289004000
346205090
602000010
038006047
000000000
090000078
703400560
000000000
```

Python shell

```
| 5 1 7 | 6 9 8 | 2 3 4
| 2 8 9 | 1 3 4 | 7 5 6
| 3 4 6 | 2 7 5 | 8 9 1
|-----+-----+-----
| 6 7 2 | 8 4 9 | 3 1 5
| 1 3 8 | 5 2 6 | 9 4 7
| 9 5 4 | 7 1 3 | 6 8 2
|-----+-----+-----
| 4 9 5 | 3 6 2 | 1 7 8
| 7 2 3 | 4 8 1 | 5 6 9
| 8 6 1 | 9 5 7 | 4 2 3
```