# COMP1531

2.6 - Python - Exceptions

An **exception** is an action that disrupts the normal flow of a program. This action is often representative of an error being thrown. Exceptions are ways that we can elegantly recover from errors

The simplest way to deal with problems...

#### **Just crash**

exception\_1.py

```
1 import sys
2
3 def sqrt(x):
4    if x < 0:
5         sys.stderr.write("Error Input < 0\n")
6         sys.exit(1)
7         return x**0.5
8
9 if __name__ == '__main__':
10         print("Please enter a number: ",)
11         inputNum = int(sys.stdin.readline())
12         print(sqrt(inputNum))</pre>
```

Now instead, let's raise an exception

However, this just gives us more information, and doesn't help us handle it

exception\_2.py

```
1 import sys
2
3 def sqrt(x):
4    if x < 0:
5        raise Exception(f"Error, sqrt input {x} < 0")
6    return x**0.5
7
8 if __name__ == '__main__':
9    print("Please enter a number: ",)
10    inputNum = int(sys.stdin.readline())
11    print(sqrt(inputNum))</pre>
```

If we catch the exception, we can better handle it

#### exception\_3.py

```
import sys
   def sqrt(x):
      if x < 0:
           raise Exception(f"Error, sqrt input {x} < 0")</pre>
       return x**0.5
   if name == ' main ':
       try:
           print("Please enter a number: ",)
10
           inputNum = int(sys.stdin.readline())
11
           print(sqrt(inputNum))
12
       except Exception as e:
13
           print(f"Error when inputting! {e}. Please try again:")
14
15
           inputNum = int(sys.stdin.readline())
16
           print(sqrt(inputNum))
```

Or we could make this even more robust

#### exception\_4.py

```
1 import sys
   def sqrt(x):
       if x < 0:
           raise Exception(f"Error, sqrt input {x} < 0")</pre>
       return x**0.5
   if name == ' main ':
       print("Please enter a number: ",)
       while True:
10
11
           try:
12
               inputNum = int(sys.stdin.readline())
13
               print(sqrt(inputNum))
14
               break
15
           except Exception as e:
               print(f"Error when inputting! {e}. Please try again:")
16
```

#### Key points:

- Exceptions carry data
- When exceptions are thrown, normal code execution stops

throw\_catch.py

```
import sys

def sqrt(x):
    if x < 0:
        raise Exception(f"Input {x} is less than 0. Cannot sqrt a number < 0")
    return x**0.5

if __name__ == '__main__':
    if len(sys.argv) == 2:
        try:
        print(sqrt(int(sys.argv[1])))
        except Exception as e:
        print(f"Got an error: {e}")</pre>
```

Examples with pytest (very important for project)

pytest\_except\_1.py

```
1 import pytest
   def sqrt(x):
       if x < 0:
           raise Exception(f"Input {x} is less than 0. Cannot sqrt a number < 0")
       return x**0.5
 8 def test_sqrt_ok():
       assert sqrt(1) == 1
      assert sqrt(4) == 2
10
       assert sqrt(9) == 3
11
       assert sqrt(16) == 4
12
13
   def test sqrt bad():
       with pytest.raises(Exception, match=r"*Cannot sqrt*"):
15
16
           sqrt(-1)
17
           sqrt(-2)
18
           sqrt(-3)
19
           sqrt(-4)
20
           sqrt(-5)
```

### Python - Exception Sub-types

Other basic exceptions can be caught with the "Exception" type

pytest\_except\_2.py

```
1 import pytest
 3 def sqrt(x):
       if x < 0:
           raise ValueError(f"Input {x} is less than 0. Cannot sqrt a number < 0")
       return x**0.5
 8 def test sqrt_ok():
       assert sqrt(1) == 1
       assert sqrt(4) == 2
       assert sqrt(9) == 3
       assert sqrt(16) == 4
13
14 def test sqrt bad():
       with pytest.raises(Exception):
16
           sqrt(-1)
17
           sqrt(-2)
18
           sqrt(-3)
19
           sqrt(-4)
           sqrt(-5)
```