



Programming in Python

Testing, debugging, exceptions and errors
lecture 4

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Exceptions and errors

- indicate faulty code
- two main types
 - syntax (errors)
 - runtime (exceptions)

Syntax errors

- interpreter identifies them before running the code
- easy to solve
- the error might not be in the place indicated by the interpreter

```
File "C:\Users\Ian\Desktop\test.py", line 2
    if condition print("okay")
                  ^
```

```
SyntaxError: invalid syntax
```

Runtime errors/exceptions

- occur during runtime
- usually caused only by selected input

```
number = 10  
divide_by = 0  
print(number / divide_by)
```

```
File "C:\Users\Ian\Desktop\test.py", line 3, in  
<module>  
    print(number / divide_by)  
ZeroDivisionError: division by zero
```

Handling errors and exceptions

- keywords `try` / `except`

```
number = 10
divide_by = 0
try:
    print(number / divide_by)
except ZeroDivisionError:
    print("You're trying to divide by zero")
```

Handling multiple exceptions

```
number = 10
divide_by = 0
try:
    print(number / divide_by)
except (ZeroDivisionError, NameError, ValueError):
    print("You're trying to divide by zero")
```

Handling multiple exceptions

```
number = 10
divide_by = 0
try:
    print(number / divide_by)
except ZeroDivisionError:
    print("You're trying to divide by zero")
except NameError:
    print("Undefined variable")
except ValueError:
    print("Invalid value")
```

Working with exceptions

```
my_dict = dict()
if 'a' not in myDict:
    my_dict['a'] = 1
else:
    my_dict['a'] += 1

print(my_dict)
```

```
my_dict = dict()
try:
    my_dict['a'] += 1
except KeyError:
    my_dict['a'] = 1

print(my_dict)
```


Executing code only when no errors occurred

```
number = 10
divide_by = 0
try:
    print(number / divide_by)
except ZeroDivisionError:
    print("You're trying to divide by zero")
else:
    print("Everything went well")
```

Finally block

- the code executes regardless of the existence of any error

```
try:  
    print(5 / 0)  
finally:  
    print("I still get printed")
```

```
I still get printed  
Traceback (most recent call last):  
  File "C:\Users\Ian\Desktop\test.py", line 2, in <module>  
    raise ValueError  
ValueError
```

Creating exceptions

- keyword `raise`
- defines any error message
- finishes execution if error is not handled elsewhere

```
number = 10
divide_by = 0
if divide_by == 0:
    raise ZeroDivisionError("You're trying to divide by zero")
print(number / divide_by)
```

Defining own exceptions

- errors and exceptions are a subclass of `Exception`

```
class MyError(Exception):  
    def __init__(self, expression, message):  
        self.expression = expression  
        self.message = message
```

Most common exceptions

- `AttributeError`
- `IndexError`
- `KeyError`
- `NameError`
- `TypeError`
- `ValueError`
- `RuntimeError`

AttributeError

- connected to object oriented programming
- we want to access a non-existent attribute (method or field)

```
my_lst = [1, 2, 3]
my_lst.add(4)
```

```
Traceback (most recent call last):
  File "C:\error_examples.py", line 10, in <module>
    my_lst.add(4)
AttributeError: 'list' object has no attribute 'add'
```

IndexError

- we want to access an element under a non-existent index
- usually with lists, tuples, and arrays

```
my_lst = [1, 2, 3]
print(my_lst[3])
```

```
Traceback (most recent call last):
  File "C:\error_examples.py", line 15, in <module>
    print(my_lst[3])
IndexError: list index out of range
```

KeyError

- similar to `IndexError`
- using a non-existent key for a dictionary

```
my_dct = {"one": 1, "two": 2, "three": 3}
print(my_dct["four"])
```

```
Traceback (most recent call last):
  File "C:\error_examples.py", line 20, in <module>
    print(my_dct["four"])
KeyError: 'four'
```


NameError

- we want to use a non-existent component, e.g. variable or method

```
my_lst = [1, 2, 3]
print(my_list[0])
```

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

```
  File "C:\error_examples.py", line 25, in <module>
```

```
    print(my_list[0])
```

```
NameError: name 'my_list' is not defined. Did you mean:
'my_lst'?
```

TypeError

- we want to execute an operation with arguments of incorrect types

```
a = "abc"  
print(a ** 2)
```

```
Traceback (most recent call last):  
  File "C:\error_examples.py", line 30, in <module>  
    print(a ** 2)  
TypeError: unsupported operand type(s) for ** or pow():  
'str' and 'int'
```

ValueError

- an operation or function receives an argument with an incorrect type or value

```
import math
```

```
print(math.sqrt(-4))
```

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

```
  File "C:\error_examples.py", line 36, in <module>
```

```
    print(math.sqrt(-4))
```

```
ValueError: math domain error
```

RuntimeError

- non-specific error during runtime
- the error does not fit any of the standard categories
- the error message elaborates on what happened

Program testing

- **process**, where the goal is to find errors and faults in the code
- for now we are not interested in the reason nor possible solutions
- verification and validation

Verification and validation

- verification
 - checks if the program or its part meets design requirements (from the programmer's side)
 - does not deal only with what a program does, but also whether it does it in the desired way
- validácia
 - checks if the program or its part meets user requirements – what it does
 - the goal is to increase the reliability of code – we never reach 100%

Test types

- unit tests
 - independent testing of code blocks
 - testing functions one by one
- integration tests
 - testing the program as a whole
 - used to uncover faults in communication between modules and code blocks
- it's always best to start with unit tests

Designing tests

- testing the program on every possible input – impractical and often impossible
- testing on an appropriately selected set of test cases
 - the set must be small enough to run the tests in an acceptable time period
 - the set must be big enough to represent every possible input

Test set

- frequent input examples (expected input)
- extreme input examples
- invalid input examples (maybe most important)

Testing in Python

- usually in a separate file
- importing the tested functions from the primary file
- keyword **assert** with a condition
- throws **AssertionError** if test is not passed

```
def is_even(number):  
    return not number % 2
```

```
assert is_even(7) is False
```

- module `unittest` for automated testing

Debugging

- we found a fault in our code, we need to remove it
- process, during which our goal is to remove **every** bug from the code
- the fault must not manifest in the code being non-functional
- sometimes during debugging we also want to optimize code execution, i.e. increase performance

Other myths about bugs

1. bugs appear in code
 - the bug is in the code because the programmer put it there (unwillingly)
 - the bug is nothing more than the programmer's mistake
2. bugs multiply – if you correct one bug, two take its place
 - if you have to correct more bugs, it means that you made more mistakes than you thought
 - the goal is never to correct one bug, but make non-functional code into functional

Debugging tools

- multiple tools for different IDEs
- the best way to debug
 - read the code
 - use `print`

The debugging process

How to actually learn any new programming concept



Essential

Changing Stuff and
Seeing What Happens

The debugging process

1. Where is the code?
 2. How can the code produce incorrect output?
 3. Is this a unique fault or did we make the same mistake multiple times in the program?
 4. How do we correct the fault?
-
- always test on the simplest possible input
 - when identifying the fault's position use binary search

Example

```
def is_palindrome():
    original_list = list()
    done = False
    while not done:
        elem = input("Enter element. Return when done. ")
        if elem == '':
            done = True
        else:
            original_list.append(elem)

    test_list = original_list
    test_list.reverse()
    return test_list == original_list
```


Typical mistakes

- incorrect parameter/argument order
 - grammar, typos, uppercase/lowercase letters
 - initialization – in loop or outside?
 - side effects of called functions
 - aliases vs. copies, deep vs. shallow copies
 - equality of objects vs. equality of values
- + each programmer has his/her own frequent mistakes

Best practices when debugging

- check if you test the file you are updating
- systemic process
- make notes of what you've already tried
- check if your assumptions are correct
- debug the code and not comments
- get some help
- explain to someone what the code does and what it is supposed to do
- take a break
- simplify code
- save old versions of code

Conclusion

- errors and exceptions
- handling exceptions in Python
- selected main exceptions and their meaning
- testing and its goals
- unit tests in Python
- debugging process