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Principles of Software Programming: Exceptions

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This Episode

- 13:00-15:45
- Debugging:
 - Exception
 - Assertion
 - Unit test
 - Pair programming

Exception

- Error that happens during execution of a program
- When that error occurs, Python generate an exception that can be handled, which avoids your program to crash
- Class

Common exceptions

IOError

file cannot be opened

ImportError

cannot find the module (library)

ValueError

built-in operation (function) receives an argument that has an inappropriate value

KeyboardInterrupt

user hits the interrupt key (Control-C or Delete)

ValueError

```
number = int(input("Enter a number between 1 - 10"))  
  
print("you entered number", number)
```

try ... except ... else

```
try:
    number = int(input("Enter a number between 1 - 10"))
except ValueError:
    print("Numbers only, please!")
else:
    print("you entered number", number)
```

try ... except

```
x = 2
```

```
y = 2
```

```
try:
```

```
    print x/y
```

```
except ZeroDivisionError:
```

```
    print "You can't divide by zero, you're silly."
```

try ... finally

- optional `finally` clause, which is executed no matter what
- generally used to release external resources

```
try:  
    f = open("test.txt", encoding = 'utf-8')  
    # perform file operations  
finally:  
    f.close()
```


User-Defined Exception

```
class Error(Exception):
    """Base class for other exceptions"""
    pass

class ValueTooSmallError(Error):
    """Raised when the input value is too small"""
    pass

class ValueTooLargeError(Error):
    """Raised when the input value is too large"""
    pass

number = 10
while True:
    try:
        i_num = int(input("Enter a number: "))
        if i_num < number:
            raise ValueTooSmallError
        elif i_num > number:
            raise ValueTooLargeError
        break
    except ValueTooSmallError:
        print("This value is too small, try again!")
    except ValueTooLargeError:
        print("This value is too large, try again!")

print("Congratulations! You guessed it correctly.")
```

Code poetry

- Reflections by Horia Botezan
- <https://codepoetry.at>
- 1. Festival for Digital Poetry
- Vienna Code Poetry Slam 2017
- **20. November 2017 19:30 Uhr in Kontaktraum TU Wien**

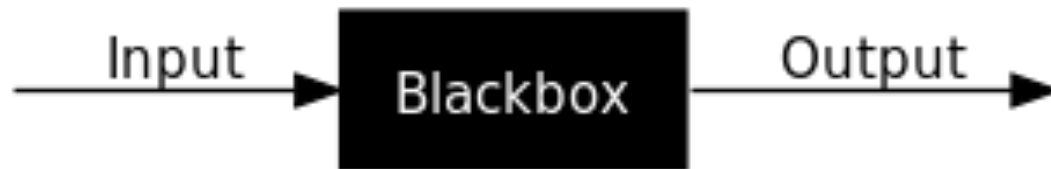
Assertion

- assert statement is a debugging aid that tests a condition
- if condition is true, it does nothing and just continues
- if condition is false, it raises an AssertionError exception

```
def apply_discount(product, discount):  
    price = int(product['price'] * (1.0 - discount))  
    assert 0 <= price <= product['price']  
    return price
```

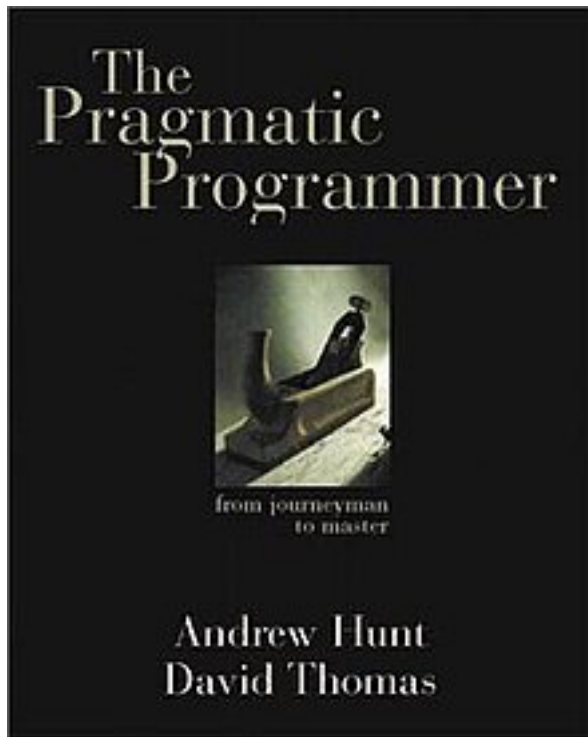
Software testing

- **White-box** (structural) testing: examining source code
- **Black-box** testing: without knowledge of implementation

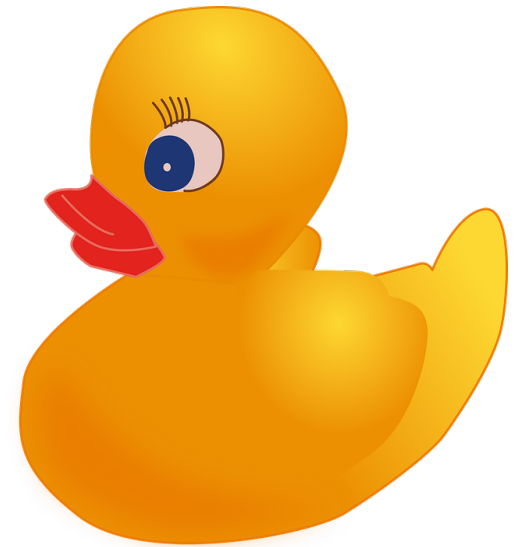


Rubber duck debugging

- explain the code to a **rubber duck** line-by-line



https://en.wikipedia.org/wiki/The_Pragmatic_Programmer



<https://pixabay.com/en/bath-duck-rubber-toy-verbs-2022661/>

https://en.wikipedia.org/wiki/Rubber_duck_debugging

Unit testing

```
import unittest
```

```
def fun(x):  
    return x + 1
```

```
class MyTest(unittest.TestCase):  
    def test(self):  
        self.assertEqual(fun(3), 4)
```

Unit testing

```
import unittest
```

```
class TestStringMethods(unittest.TestCase):
```

```
    def test_upper(self):  
        self.assertEqual('foo'.upper(), 'FOO')
```

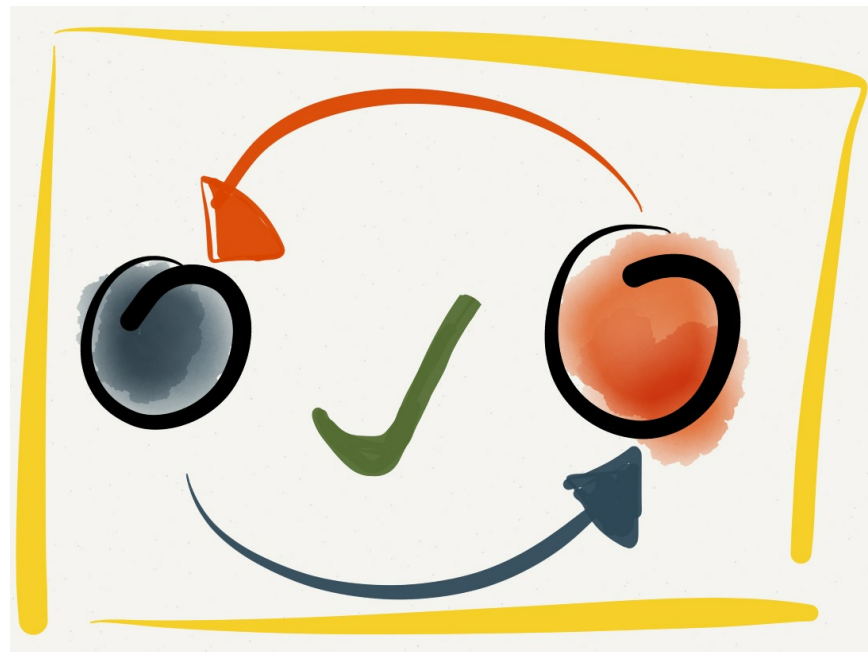
```
    def test_isupper(self):  
        self.assertTrue('FOO'.isupper())  
        self.assertFalse('Foo'.isupper())
```

```
    def test_split(self):  
        s = 'hello world'  
        self.assertEqual(s.split(), ['hello', 'world'])
```

```
if __name__ == '__main__':  
    unittest.main()
```

Test-driven development (TDD)

- software development process
- relies on the repetition of a very short development cycle
- requirements are turned into very specific **test cases**



<http://www.tddfellow.com/blog/2017/02/03/learning-test-driven-development-with-javascript-laws-of-tdd/>

https://en.wikipedia.org/wiki/Test-driven_development

Pair programming

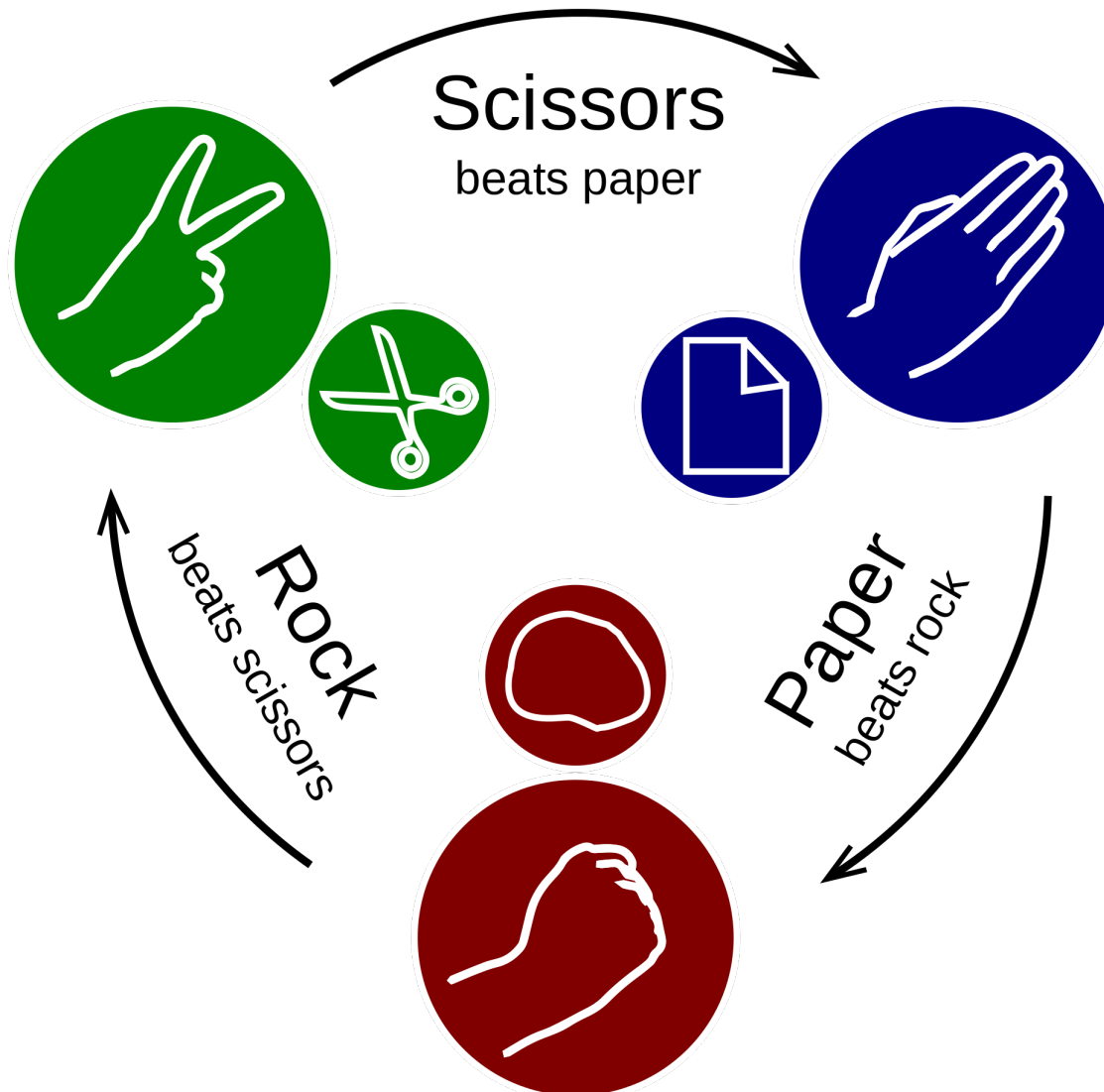
- agile software development technique
- **two** programmers work together at **one** workstation
- switching roles: driver and navigator



<https://pixabay.com/en/driving-navigation-car-road-drive-562613/>

https://en.wikipedia.org/wiki/Pair_programming

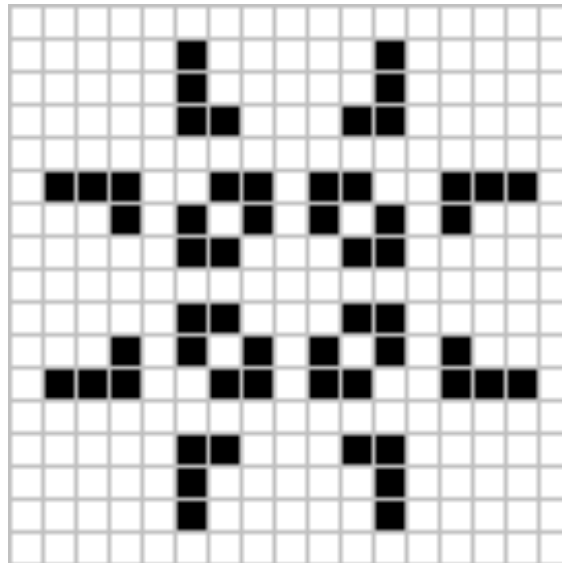
Ex.1: Rock-Paper-Scissors



Ex. 2: Game of Life

John Horton Conway 1970

- **underpopulation:** < 2 neighbours
- **overpopulation:** > 3 neighbours
- **reproduction:** $= 3$ neighbours



- <https://pyug.at>
- Coding Dojo
- every 4th Thursday of the month, Metalab



- (Japanese: form, pattern) exercise
- karate: sequence of basic moves
- The goal is the practice, not the solution
- http://kata.coderdojo.com/wiki/Python_Path

- story, question, or statement to provoke the "great doubt"
- test a student's progress in Zen practice
- https://github.com/gregmalcolm/python_koans