



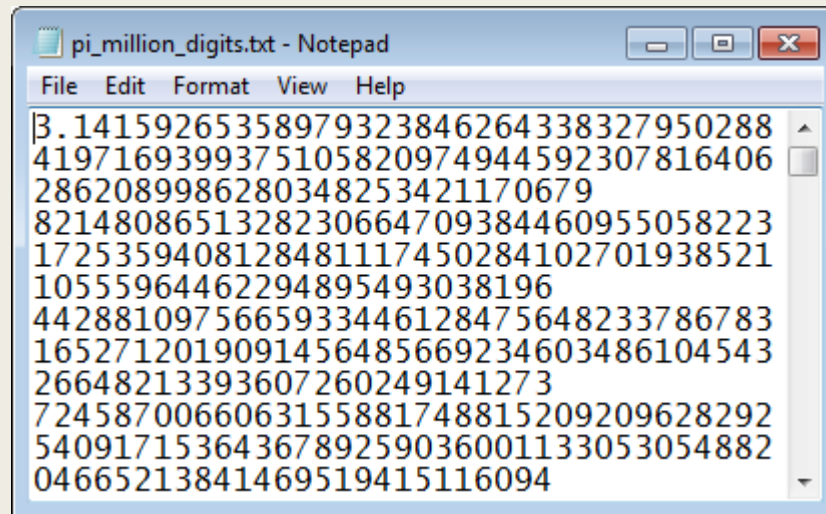
FILES AND EXCEPTS

Processing Data

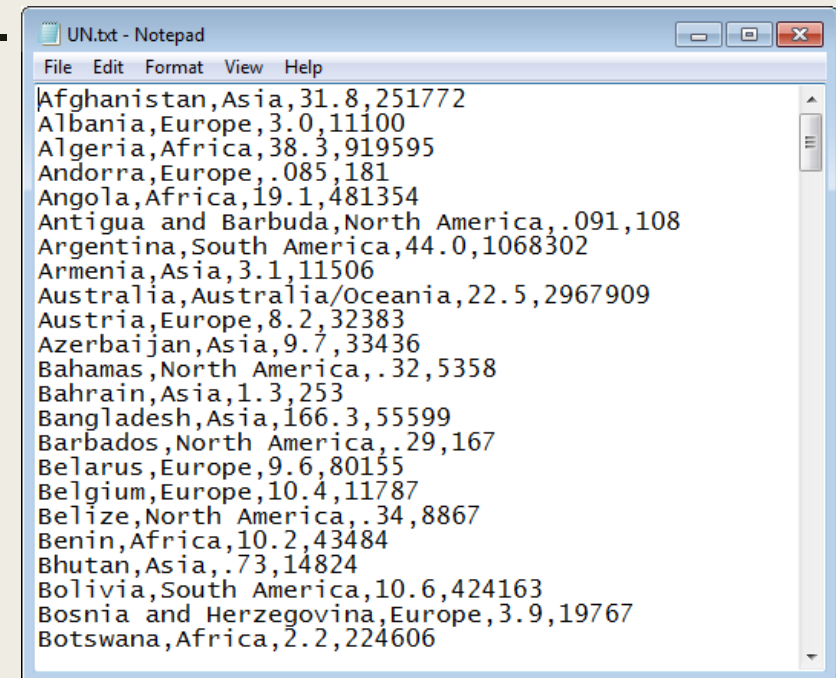


Files (1 of 3)

- Values used in a Python program reside in memory and are lost when the program terminates.
- If a program writes the values to a file on a storage device, any Python program can access the values at a later time.
- Files create long-term storage of data.



```
pi_million_digits.txt - Notepad
File Edit Format View Help
3.14159265358979323846264338327950288
4197169399375105820974944592307816406
2862089986280348253421170679
8214808651328230664709384460955058223
1725359408128481117450284102701938521
10555964462294895493038196
4428810975665933446128475648233786783
1652712019091456485669234603486104543
26648213393607260249141273
7245870066063155881748815209209628292
5409171536436789259036001133053054882
04665213841469519415116094
```



```
UN.txt - Notepad
File Edit Format View Help
Afghanistan,Asia,31.8,251772
Albania,Europe,3.0,11100
Algeria,Africa,38.3,919595
Andorra,Europe,.085,181
Angola,Africa,19.1,481354
Antigua and Barbuda,North America,.091,108
Argentina,South America,44.0,1068302
Armenia,Asia,3.1,11506
Australia,Australia/Oceania,22.5,2967909
Austria,Europe,8.2,32383
Azerbaijan,Asia,9.7,33436
Bahamas,North America,.32,5358
Bahrain,Asia,1.3,253
Bangladesh,Asia,166.3,55599
Barbados,North America,.29,167
Belarus,Europe,9.6,80155
Belgium,Europe,10.4,11787
Belize,North America,.34,8867
Benin,Africa,10.2,43484
Bhutan,Asia,.73,14824
Bolivia,South America,10.6,424163
Bosnia and Herzegovina,Europe,3.9,19767
Botswana,Africa,2.2,224606
```

Files (2 of 3)

Text Files

- Text file is a simple file consisting of lines of text with no formatting.
- Text file can be created with any word processor. *Notepad*(on a PC) or *TextEdit* (on a Mac).
- Usually text files have the extension *txt*.
- Python program can access the values

CSV Files

- CSV-formatted file has several items of data on each line with the items separated by commas.
- CSV stands for **Comma-Separated Values**.
- Each line of this text file is called a ***record*** and each record contains four ***fields***, a name field, a continent file, a population field, and an area field in the file, UN.txt.

Files (3 of 3)

- File Methods

https://www.w3schools.com/python/python_ref_file.asp

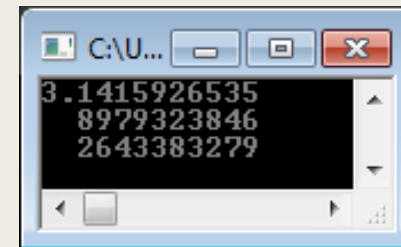
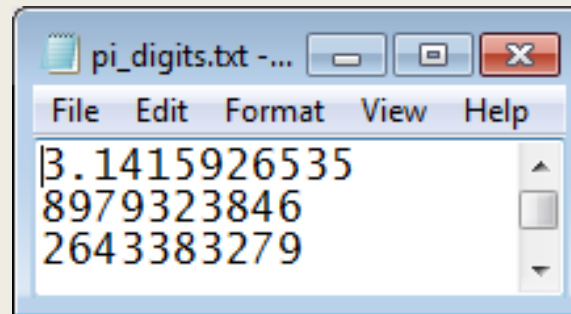
- File and Directory Access

<https://docs.python.org/3/library/filesys.html>

Reading from a File

Ex1a_file_reader.py & Ex1b_file_reader.py & Ex1c_file_reader.py

- Establish connection between the program and the file
 - *File is said to be **opened** for input.*
 - *The keyword **with** closes the file once access to it is no longer needed.*
 - *All you have to do is **open** the file and work with it as desired, trusting that Python will **close** it automatically when the **with** block finishes execution.*
 - *Use **rstrip** () method returns a right trim version of the string/strip newline characters.*



Making a List

Ex3_pi_birthday.py

- Using *with*, the file object returned by *open* () is only available inside the *with* block that contains it.
- Store the file's lines in a list inside the block and then work with that list later.
- *readlines()* method returns a **list** of lines from the file.

```
>>> filename = 'digits.txt'
      with open(filename) as file_object:
          lines = file_object.readlines()
      for line in lines:
          print(line.rstrip())
```

Open() and close()

Ex2a_open_close.py & Ex2b_file_reader.py & Ex2c_file_reader.py

- **Reading** is the default mode for opening a file.
- **Close** the file when you are done with it.

Reading Line by Line

Ex4a_reading_line_by_line.py

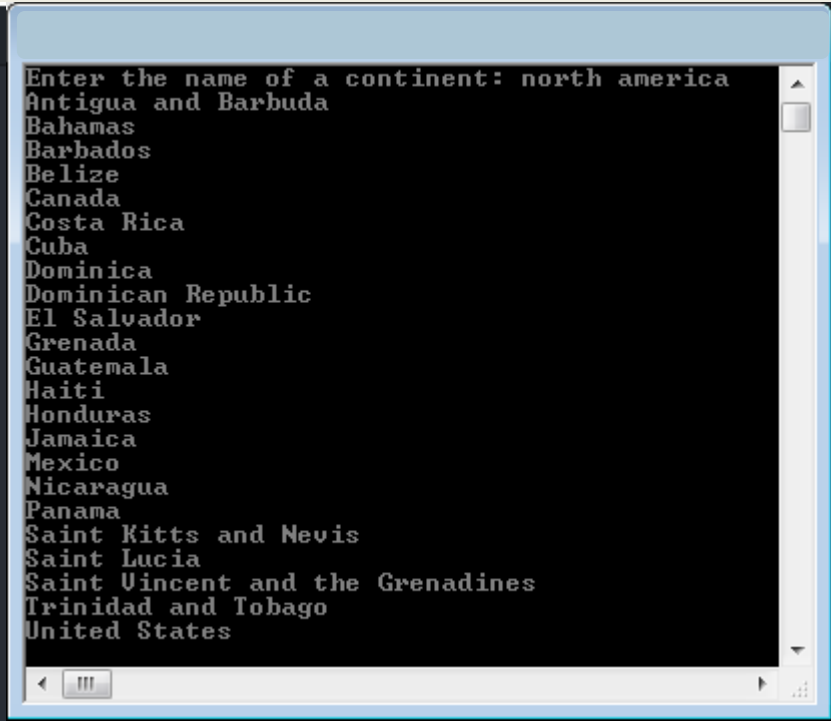
- Use a ***for*** loop on the file object to examine each line from a file one at a time

```
>>> filename = 'pi_digits.txt'
      with open(filename) as file_object:
          for line in file_object:
              print(line.rstrip())
```


Accessing the Data in a CSV File

Ex4b_access_data.py

```
ex1.py
1 def main():
2     ## Display the countries in a specifed continent.
3     continent = input("Enter the name of a continent: ")
4     continent = continent.title() # Allow for all lowercase letters.
5     if continent != "Antarctica":
6         infile = open("UN.txt", 'r')
7         for line in infile:
8             data = line.split(',')
9             if data[1] == continent:
10                 print(data[0])
11     else:
12         print("There are no countries in Antarctica.")
13
14 main()
```



```
Enter the name of a continent: north america
Antigua and Barbuda
Bahamas
Barbados
Belize
Canada
Costa Rica
Cuba
Dominica
Dominican Republic
El Salvador
Grenada
Guatemala
Haiti
Honduras
Jamaica
Mexico
Nicaragua
Panama
Saint Kitts and Nevis
Saint Lucia
Saint Vincent and the Grenadines
Trinidad and Tobago
United States
```

Open()

- The key function for working with files in Python is the `open()` function.
- The `open()` function takes two parameters; **filename**, and **mode**.
- There are four different methods (modes) for opening a file:
 - "r" - Read - Default value. Opens a file for reading, error if the file does not exist
 - "a" - Append - Opens a file for appending, creates the file if it does not exist
 - "w" - Write - Opens a file for writing, creates the file if it does not exist
 - "x" - Create - Creates the specified file, returns an error if the file exists
- In addition you can specify if the file should be handled as binary or text mode:
 - "t" - Text - Default value. Text mode
 - "b" - Binary - Binary mode (e.g. images)

Writing to a File

Ex5_write_message.py

- Use `open(filename, 'w')`, the second argument `'w'` tells Python to open the file in write mode.
- `open(filename, 'a')`, `'a'` is append mode
- `open(filename, 'r+')`, `'r+'` is read and write mode

<i>write_message.py</i>	<i>write_message.py</i>	<i>programming.txt</i>
1 filename = 'programming.txt'	1 I loving programming.	
2	2 I love creating new games.	
3 with open(filename, 'r+') as file_object:	3 I also love finding meaning in large datasets.	
4 file_object.write("python.\n")	4 I love creating apps that can run in a browser.	
5		
6 with open(filename, 'w') as file_object:		
7 file_object.write("I loving programming.\n")		
8 file_object.write("I love creating new games.\n")		
9		
10 with open(filename, 'a') as file_object:		
11 file_object.write("I also love finding meaning in large datasets.\n")		
12 file_object.write("I love creating apps that can run in a browser.\n")		

File Paths

- When pass a simple file to the `open()` function, Python looks in the directory where the file that's currently being executed is stored.
- Use relative file path for a given location relative to the directory where the currently running the program file is stored.

```
fileName = 'text_files/filename.txt'
```

- Use absolute path for any location on the system.

```
fileName = '/home/data/text_files/filename.txt'
```

```
fileName = 'C:\\myData\\text_files\\filename.txt'
```

OS Path Module

Ex6_fileame_path.py

- This module contains some useful functions on pathnames.
- These functions are used for different purposes such as for merging, normalizing and retrieving path names in python .
- All of these functions accept either only bytes or only string objects as their parameters.
- The result is an object of the same type, if a path or file name is returned.
- As there are different versions of **operating system** so there are several versions of this module in the standard library.
- <https://docs.python.org/3/library/os.path.html>

Delete File

Ex6a_file_delete.py & Ex6b_file_delete.py & Ex6c_remove_folder.py

- import the `os` module
- Use `os.remove()` method

```
1  # To delete a file,  
2  # import os module,  
3  # and run os.remove().  
4  
5  import os  
6  file = "newfile.txt"  
7  
8  # OSError in the case of invalid  
9  # or inaccessible file names and path  
10 #os.remove(newfile)  
11  
12 # To avoid getting an error  
13 # check the file exists before delete it  
14 if os.path.exists(file):  
15     print("The file has been removed.")  
16     os.remove(file)  
17 else:  
18     print("The file does not exist.")
```

Exceptions (1 of 5)

- Exceptions occur due to circumstances beyond programmer's control
 - *Invalid data are input*
 - *File cannot be accessed*
- Even though might be user's fault
 - *Programmer must anticipate*
 - *Include code to work around the occurrence*

Exceptions (2 of 5)

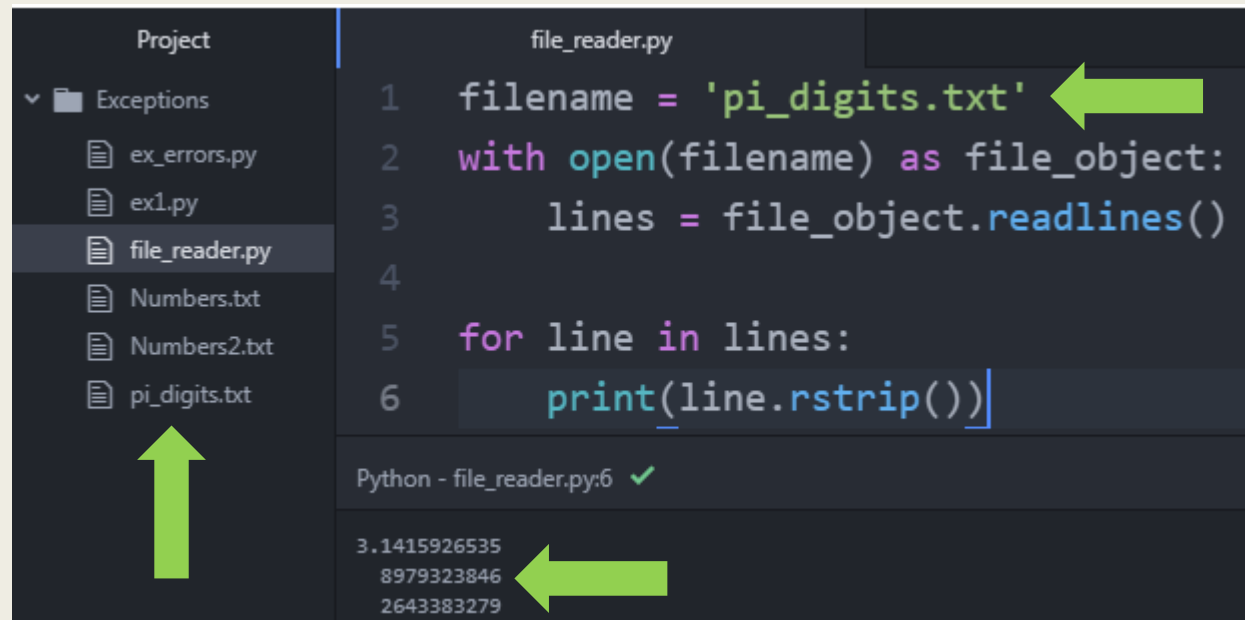
Ex7a_catch_exception.py

Exception name	Description and example
ImportError	Import statement fails to find requested module. import nonexistentModule
FileNotFoundError	Requested file doesn't exist or is not located where expected. open("NonexistentFile.txt", 'r')
AttributeError	An unavailable functionality (usually a method) is requested for an object. print(x.upper()) #where x=123
IndexError	An index is out of range. letter = "abc"[7]

Exceptions (3 of 5)

Exception name	Description and example
KeyError	KeyError No such key in dictionary. <code>word = d['c']</code> # where <code>d = {'a':"apple", 'b':"banana"}</code>
NameError	The value of a variable cannot be found. <code>term = word</code> # where <code>word</code> was never created
TypeError	Function or operator receives the wrong type of argument. <code>x = len(23)</code> or <code>x = 6 / '2'</code> or <code>x = 9 + 'W'</code> or <code>x = abs(-3,4)</code>
ValueError	Function or operator receives right type of argument, but inappropriate value. <code>x = int('a')</code> or <code>L.remove(item)</code> #where <code>item</code> is not in list
ZeroDivisionError	The second number in a division or modulus operation is 0. <code>num = 1 / 0</code> or <code>num = 23 % 0</code>

Exceptions (4 of 5)



The screenshot shows a code editor with a dark theme. On the left is a 'Project' sidebar with a file tree. The tree includes a folder 'Exceptions' containing 'ex_errors.py', 'ex1.py', 'file_reader.py' (selected), 'Numbers.txt', 'Numbers2.txt', and 'pi_digits.txt'. A green arrow points from 'pi_digits.txt' to the main editor. The main editor shows the code in 'file_reader.py':

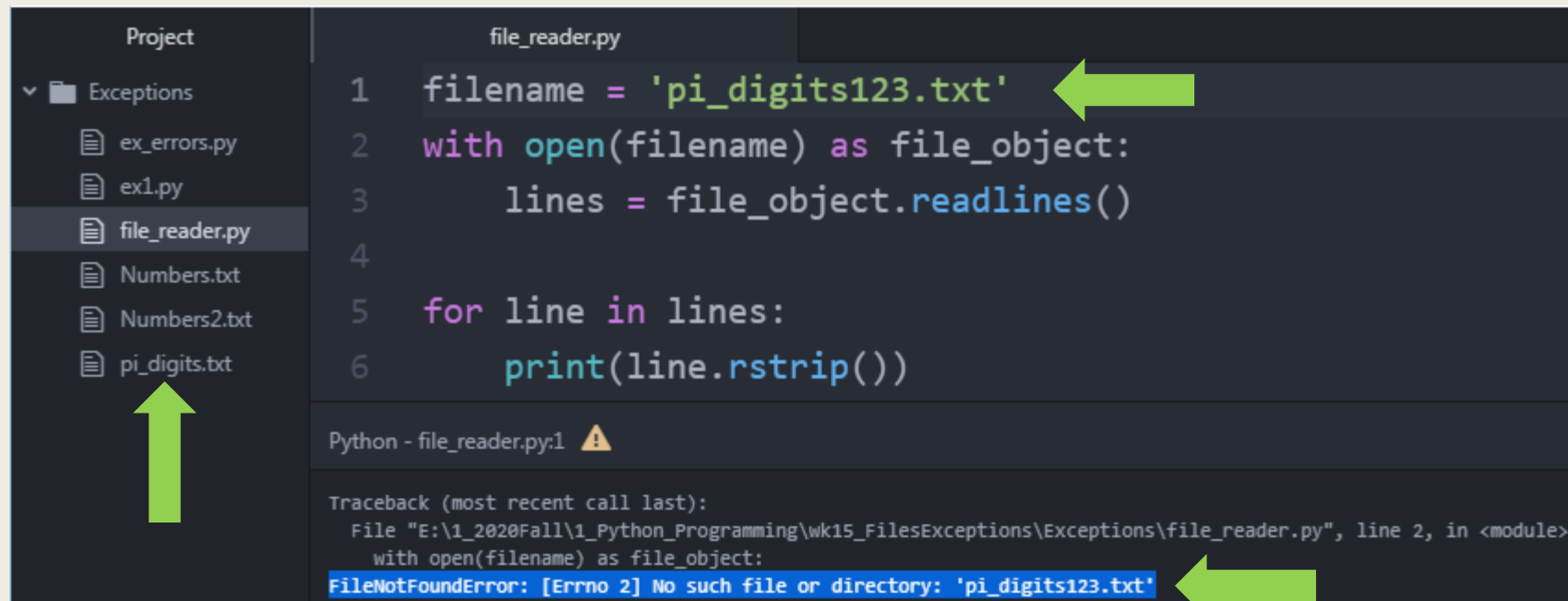
```
1 filename = 'pi_digits.txt' ←  
2 with open(filename) as file_object:  
3     lines = file_object.readlines()  
4  
5 for line in lines:  
6     print(line.rstrip())
```

Below the code editor is a console window showing the output of the script:

```
Python - file_reader.py:6 ✓  
3.1415926535  
8979323846 ←  
2643383279
```

A green arrow points from the second line of output to the `print` statement in the code.

Exceptions (5 of 5)



The screenshot shows a Python IDE with a project named 'Exceptions'. The file explorer on the left lists several files: `ex_errors.py`, `ex1.py`, `file_reader.py` (selected), `Numbers.txt`, `Numbers2.txt`, and `pi_digits.txt`. A green arrow points to `pi_digits.txt`. The main editor displays the contents of `file_reader.py`:

```
1 filename = 'pi_digits123.txt'
2 with open(filename) as file_object:
3     lines = file_object.readlines()
4
5 for line in lines:
6     print(line.rstrip())
```

A green arrow points to the filename `'pi_digits123.txt'` on line 1. Below the code, a traceback is shown for a `FileNotFoundError` that occurred at line 1:

```
Python - file_reader.py:1
Traceback (most recent call last):
  File "E:\1_2020Fall\1_Python_Programming\wk15_FilesExceptions\Exceptions\file_reader.py", line 1, in <module>
    filename = 'pi_digits123.txt'
FileNotFoundError: [Errno 2] No such file or directory: 'pi_digits123.txt'
```

A green arrow points to the error message `FileNotFoundError: [Errno 2] No such file or directory: 'pi_digits123.txt'`.

The *try* block

- A program is said to be **robust** if it performs well under atypical situations.
- **Robust** program explicitly handles previous exception
 - *Protecting the code with a **try** statement.*

```
try:
```

The *except* block

- Three types of *except* clauses:

<code>except:</code>	(Its block is executed when any exception occurs.)
<code>except <i>ExceptionType</i>:</code>	(Its block is executed only when the specified type of exception occurs.)
<code>except <i>ExceptionType</i> as <i>exp</i>:</code>	(Its block is executed only when the specified type of exception occurs. Additional information about the problem is assigned to <i>exp</i> .)

The *else* and *finally* clauses

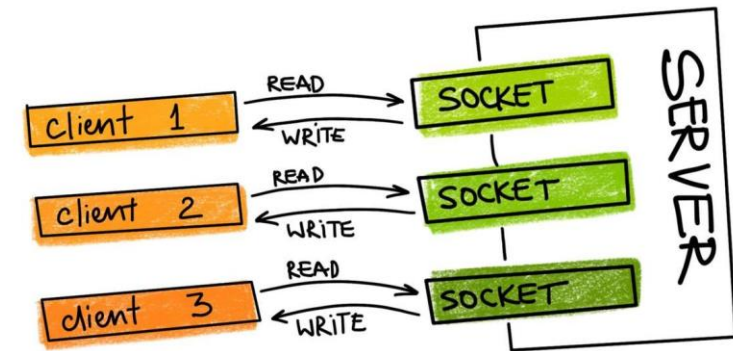
- **try** statement also can include a single **else** clause
 - *Follows the **except** clauses*
 - *Executed when no exceptions occur*
- **try** statement can end with a **finally** clause
 - *Usually used to clean up resources such as files that were left open*
- **try** statement must contain either an **except** clause or a **finally** clause.
 - *Usually used to clean up resources such as files that were left open*

An Example of Exception Handling: Socket Programming

Ex7b_socket_programming.py

- Socket programming is a way of connecting two nodes on a network to communicate with each other. One socket(node) listens on a particular port at an IP, while the other socket reaches out to the other to form a connection.
- The server forms the listener socket while the client reaches out to the server.
- They are the real backbones behind web browsing.
- In simpler terms, there is a server and a client.

```
try:  
    s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)  
    print ("Socket successfully created")  
  
except socket.error as err:  
    print ("socket creation failed with error %s" %(err))
```



Summary (1 of 3)

- The functions `open(filename, 'r')`, `open(filename, 'w')`, `open(filename, 'a')` create file objects connected to the named text file.
- These objects are used for **reading** content from the file, **writing** content to the file, and **adding** content to the file respectively.
- After a file is opened for writing or appending, a statement of the form `write(str)` writes `str` to the file via a buffer.
- The `close()` method makes sure that all data still in the buffer is written to the file and then terminates the connection.

Summary (2 of 3)

- **CSV files** store tabular data with each line containing the same number of fields, where the fields are separated by commas.
- The *split* method is needed to extract information from a CSV file.
- The data from a CSV file can be placed into an **Excel spreadsheet** and analyzed with Excel; and data from an Excel spreadsheet can be transferred to a CSV file and analyzed with Python.
- After the `os` module has been imported, a closed file can be renamed with a statement of the form **`os.rename(oldFileName, newFileName)`**, deleted with a statement of the form **`os.remove(filename)`**, and have its existence verified with a Boolean function of the form **`os.path.exists(filename)`**.

Summary (3 of 3)

- The words `try`, `except`, `else`, and `finally` are **reserved** words and therefore are colorized.
- The `try` statement is one of the primary tools for creating **robust** programs.
- A single `except` clause may refer to several types of errors. If so, the error names are listed in a tuple.
- **Refactoring** is the process of restructuring existing code without changing its external behavior. Refactoring is intended to improve the design, structure, and/or implementation of the program, while preserving its functionality.
- The advantages of refactoring: improved code readability and reduced complexity; these can improve the source code's maintainability and create a simpler, cleaner, or more expressive internal architecture or object model to improve extensibility.
- The goal for refactoring is improved performance; software engineers face an ongoing challenge to write programs that perform faster or use less memory.

Files and Exceptions Terminologies

- ☐ 1 File class
- ☐ 2 File Object
- ☐ 3 File Read
- ☐ 4 File Write
- ☐ 5 File Append
- ☐ 6 File Create
- ☐ 7 open()
- ☐ 8 close()
- ☐ 9 with

- ☐ 10 Text file(txt)
- ☐ 11 Comma Separated Values (CSV)
- ☐ 12 Excel spreadsheet
- ☐ 13 split()
- ☐ 14 os.path.exists()
- ☐ 15 os.remove()
- ☐ 16 os.getcwd()
- ☐ 17 import os
- ☐ 18 Import csv

- ☐ 19 Catch
- ☐ 20 Exception Handling
- ☐ 21 try
- ☐ 22 except
- ☐ 23 as
- ☐ 24 else
- ☐ 25 finally
- ☐ 26 Robust
- ☐ 27 Runtime errors
- ☐ 28 Socket Programming
- ☐ 29 Refactoring