

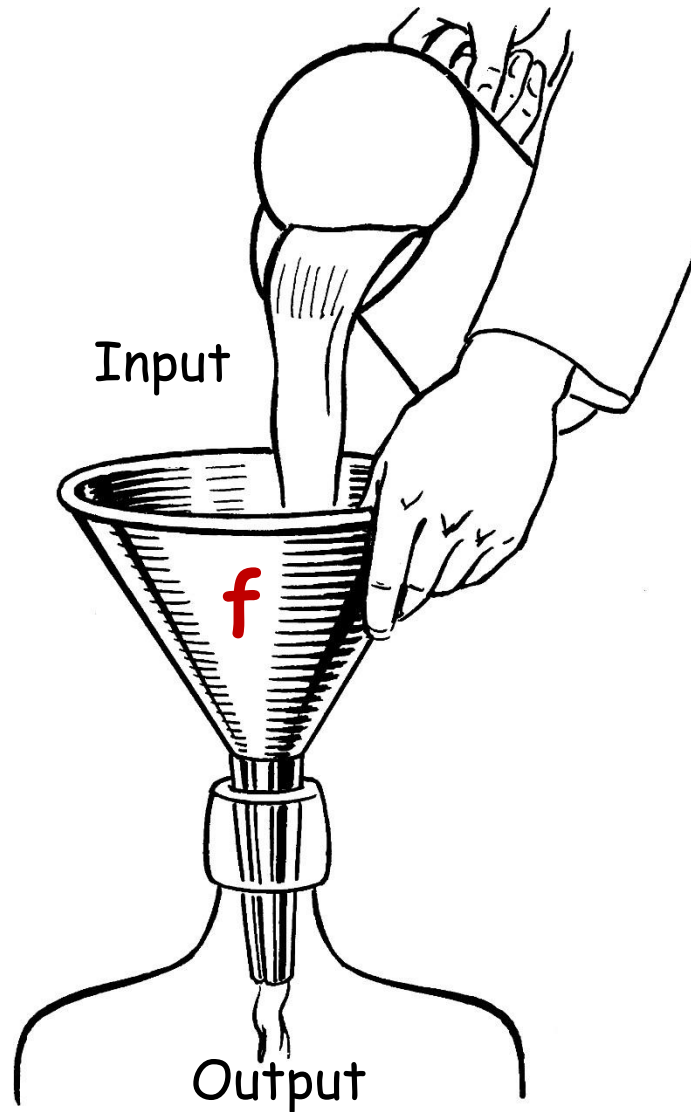
# **CS6.302 - Software System Development Monsoon 2025**

**Lab - 11: Python Session 2  
Functions, Data Structures,  
File Handling, and Exception  
Handling**

# Programming using Python

**f**(unctions)

# Parts of a function



# Python built-in functions

Built-in Functions				
<code>abs()</code>	<code>dict()</code>	<code>help()</code>	<code>min()</code>	<code>setattr()</code>
<code>all()</code>	<code>dir()</code>	<code>hex()</code>	<code>next()</code>	<code>slice()</code>
<code>any()</code>	<code>divmod()</code>	<code>id()</code>	<code>object()</code>	<code>sorted()</code>
<code>ascii()</code>	<code>enumerate()</code>	<code>input()</code>	<code>oct()</code>	<code>staticmethod()</code>
<code>bin()</code>	<code>eval()</code>	<code>int()</code>	<code>open()</code>	<code>str()</code>
<code>bool()</code>	<code>exec()</code>	<code>isinstance()</code>	<code>ord()</code>	<code>sum()</code>
<code>bytearray()</code>	<code>filter()</code>	<code>issubclass()</code>	<code>pow()</code>	<code>super()</code>
<code>bytes()</code>	<code>float()</code>	<code>iter()</code>	<code>print()</code>	<code>tuple()</code>
<code>callable()</code>	<code>format()</code>	<code>len()</code>	<code>property()</code>	<code>type()</code>
<code>chr()</code>	<code>frozenset()</code>	<code>list()</code>	<code>range()</code>	<code>vars()</code>
<code>classmethod()</code>	<code>getattr()</code>	<code>locals()</code>	<code>repr()</code>	<code>zip()</code>
<code>compile()</code>	<code>globals()</code>	<code>map()</code>	<code>reversed()</code>	<code>__import__()</code>
<code>complex()</code>	<code>hasattr()</code>	<code>max()</code>	<code>round()</code>	
<code>delattr()</code>	<code>hash()</code>	<code>memoryview()</code>	<code>set()</code>	

To find out how they work:

<https://docs.python.org/3.3/library/functions.html>

```
def max (a, b):  
    “return maximum among a and  
    b” if (a > b):  
        return a  
    else:  
        return b
```

```
In[3] : help(max)
```

```
Help on function max in module main :
```

```
max(a, b)
```

```
return maximum among a and b
```

# Keyword Arguments

```
def printName(first, last, initials) :  
    if initials:  
        print (first[0] + '.' + last[0] + '.')  
    else:  
        print (first, last)
```

Note use of [0]  
to get the first  
character of a  
string. More on  
this

## Call Output

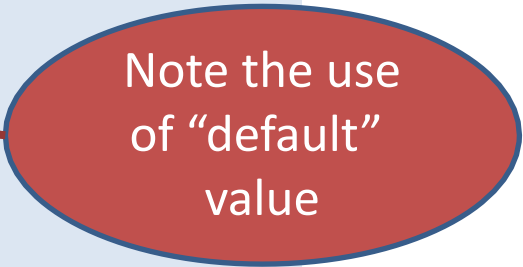
printName('Acads', 'Institute', False)	Acads Institute
printName('Acads', 'Institute', True)	A. I.
printName(last='Institute', initials=False, first='Acads')	Acads Institute
printName('Acads', initials=True, last='Institute')	A. I.

# Keyword Arguments

- Parameter passing where formal is bound to actual using formal's name
- Can mix keyword and non-keyword arguments
  - All non-keyword arguments precede keyword arguments in the call
  - Non-keyword arguments are matched by position (order is important)
  - Order of keyword arguments is not important

# Default

```
def printName(first, last, initials=False) :  
    if initials:  
        print (first[0] + '. ' + last[0] + ':')  
    else:  
        print (first, last)
```



Note the use  
of “default”  
value

## Call Output

<code>printName('Acads', 'Institute')</code>	Acads Institute
<code>printName(first='Acads', last='Institute', initials=True)</code> A. I.	
<code>printName(last='Institute', first='Acads')</code> Acads Institute	
<code>printName('Acads', last='Institute')</code> Acads Institute	



# Default Values

- Allows user to call a function with fewer arguments
- Useful when some argument has a fixed value for most of the calls
- All arguments with default values must be at the end of argument list
  - non-default argument can not follow default argument

# Globals

- Globals allow functions to communicate with each other indirectly
  - Without parameter passing/return value
- Convenient when two seemingly “far-apart” functions want to share data
  - No *direct* caller/callee relation
- If a function has to update a global, it must re-declare the global variable with **global** keyword.

# Globals

```
PI = 3.14
def perimeter(r):
    return 2 * PI * r
def area(r):
    return PI * r * r
def update_pi():
    global PI
    PI = 3.14159
```

```
>>> print(area(100))
31400.0
```

```
>>> print(perimeter(10))
62.800000000000004
```

```
>>> update_pi()
```

```
>>> print(area(100))
31415.999999999996
```

```
>>> print(perimeter(10))
62.832
```

defines **PI** to be of float type with value 3.14.

**PI** can be used across functions. Any change to **PI** in **update\_pi** will be visible to all due to the use of **global**.

# Programming with Python

STRINGS  
TUPLES  
LISTS

# Strings

- Strings in Python have type `str`
- They represent sequence of characters
  - Python does not have a type corresponding to character.
- Strings are enclosed in single quotes(`'`) or double quotes(`"`)
  - Both are equivalent
- Backslash (`\`) is used to escape quotes and special characters

# Strings

```
>>> name='intro to python'
>>> descr='acad\'s first course'
>>> name
'intro to python'
>>> descr
"acad's first course"
```

- More readable when **print** is used

```
>>> print descr
acad's first course
```

# Length of a String

- **len** function gives the length of a string

```
>>> name='intro to python'
```

```
>>> empty=''
```

```
>>> single='a'
```

```
>>> len(name)
```

```
15
```

```
>>> len(single)
```

```
1
```

```
>>> len(empty)
```

```
0
```

```
>>> special='1\n2'
```

```
>>> len(special)
```

```
3
```

**\n** is a **single**  
character: the special  
character

# Concatenate and Repeat

- In Python, **+** and **\*** operations have special meaning when operating on strings
  - **+** is used for concatenation of (two) strings
  - **\*** is used to repeat a string, an **int** number of time
- Function/Operator Overloading



# Concatenate and Repeat

```
>>> details = name + ', ' + descr
>>> details
"intro to python, acad's first course"
>>> print punishment
I won't fly paper airplanes in class
>>> print punishment*5
I won't fly paper airplanes in class
I won't fly paper airplanes in class
I won't fly paper airplanes in class
I won't fly paper airplanes in class
I won't fly paper airplanes in class
```

# Quick question!

Do you see anything wrong with this block?

```
str1 = "which means it has even more than"  
str2 = 76  
str3 = "quirks"  
print(str1 + str2 + str3)
```

```
-----  
-----  
TypeError                                 Traceback (most recent call l  
ast)  
<ipython-input-2-3be15a6244a4> in <module>()  
      2 str2 = 76  
      3 str3 = " quirks"  
----> 4 print(str1 + str2 + str3)  
  
TypeError: must be str, not int
```

# Another more generic way to fix it

```
str1 = "It has"  
str2 = 76  
str3 = "methods!"  
print(str1, str2, str3)
```

It has 76 methods!

If we comma separate statements in a print function, we can have different variables printing!


# Placeholders

- A way to interleave numbers is

```
pi = 3.14159 # Pi
d = 12756 # Diameter of eath at equator (in km)
c = pi*d # Circumference of equator

#Print using +, and casting
print("Earth's diameter at equator: " + str(d) + "km. Equator's circumference:" + str(c) + "km.")
#Print using several arguments
print("Earth's diameter at equator:", d, "km. Equator's circumference:", c, "km.")
#Print using .format
print("Earth's diameter at equator: {:.1f} km. Equator's circumference: {:.1f} km.".format(d, c))
```

Earth's diameter at equator: 12756km. Equator's circumference:40074.12204km.  
Earth's diameter at equator: 12756 km. Equator's circumference: 40074.12204 km.  
Earth's diameter at equator: 12756.0 km. Equator's circumference: 40074.1 km.



- Elegant and easy

# Indexing

- Strings can be indexed
- First character has index 0

```
>>> name='Acads'
```

```
>>> name[0]
```

```
'A'
```

```
>>> name[3]
```

```
'd'
```

```
>>> 'Hello'[1]
```

```
'e'
```

# Indexing

- Negative indices start counting from the right
- Negative indices start from -1
- -1 means last, -2 second last, ...

```
>>> name='Acads'
```

```
>>> name[-1]
```

```
's'
```

```
>>> name[-5]
```

```
'A'
```

```
>>> name[-2]
```

```
'd'
```

# Indexing

- Using an index that is too large or too small results in “**index out of range**” error

```
>>> name='Acads'  
>>> name[50]
```

```
Traceback (most recent call last):  
  File "<pyshell#136>", line 1, in <module>  
    name[50]  
IndexError: string index out of range  
>>> name[-50]
```

```
Traceback (most recent call last):  
  File "<pyshell#137>", line 1, in <module>  
    name[-50]  
IndexError: string index out of range
```

# Slicing

- To obtain a substring
- `s[start:end]` means substring of `s` starting at index `start` and ending at index `end-1`
- `s[0:len(s)]` is same as `s`
- Both `start` and `end` are optional
  - If `start` is omitted, it defaults to 0
  - If `end` is omitted, it defaults to the length of string
- `s[:]` is same as `s[0:len(s)]`, that is same as `s`



# Slicing

```
>>> name='Acads'
>>> name[0:3]
'Aca'
>>> name[:3]
'Aca'
>>> name[3:]
'ds'
>>> name[:3] + name[3:]
'Acads'
>>> name[0:len(name)]
'Acads'
>>> name[:]
'Acads'
```

# More Slicing

```
>>> name='Acads'  
>>> name[-4:-1]  
'cad'  
>>> name[-4:]  
'cads'  
>>> name[-4:4]  
'cad'
```

## Understanding Indices for slicing

A	c	a	d	s	
0	1	2	3	4	5
-5	-4	-3	-2	-1	

# Out of Range Slicing

A	c	a	d	s
0	1	2	3	4
-5	-4	-3	-2	-1

- Out of range indices are ignored for slicing
- when start and end have the same sign, if start  $\geq$  end, empty slice is returned

```
>>> name='Acads'
```

```
>>> name[4:50]
```

```
's'
```

```
>>> name[40:50]
```

```
''
```

```
>>> name[-50:20]
```

```
'Acads'
```

```
>>> name[-50:-20]
```

```
''
```

```
>>> name[50:20]
```

```
''
```

```
>>> name [1:-1]
```

```
'cad'
```

Why?

Can we remove a character from string?

# Tuples

- A tuple consists of a number of values separated by commas

```
>>> t = 'intro to python', 'amey karkare', 101
>>> t[0]
'intro to python'
>>> t[2]
101
>>> t
('intro to python', 'amey karkare', 101)
>>> type(t)
<type 'tuple'>
```

- Empty and Singleton Tuples

```
>>> empty = ()
>>> singleton = 1, # Note the comma at the end
```

# Nested Tuples

- Tuples can be nested

```
>>> course = 'Python', 'Amey', 101
>>> student = 'Prasanna', 34, course
>>> student
('Prasanna', 34, ('Python', 'Amey', 101))
```

- Note that **course** tuple is copied into **student**.
  - Changing **course** does not affect **student**

```
>>> course = 'Stats', 'Adam', 102
>>> student
('Prasanna', 34, ('Python', 'Amey', 101))
```

# Length of a

- len function gives the length of a tuple

```
>>> course = 'Python', 'Amey', 101
>>> student = 'Prasanna', 34, course
>>> empty = ()
>>> singleton = 1,
>>> len(empty)
0
>>> len(singleton)
1
>>> len(course)
3
>>> len(student)
3
```



# More Operations on

- Tuples can be concatenated, repeated, indexed and sliced

```
>>> course1
('Python', 'Amey', 101)
>>> course2
('Stats', 'Adams', 102)
>>> course1 + course2
('Python', 'Amey', 101, 'Stats', 'Adams', 102)
>>> (course1 + course2)[3]
'Stats'
>>> (course1 + course2)[2:7]
(101, 'Stats', 'Adams', 102)
>>> 2*course1
('Python', 'Amey', 101, 'Python', 'Amey', 101)
```



# Unpacking Sequences

- Strings and Tuples are examples of sequences
  - Indexing, slicing, concatenation, repetition operations applicable on sequences
- Sequence Unpacking operation can be applied to sequences to get the components
  - *Multiple assignment* statement
  - LHS and RHS must have equal length

# Unpacking Sequences

```
>>> student
('Prasanna', 34, ('Python', 'Amey', 101))
>>> name, roll, regdcourse=student
>>> name
'Prasanna'
>>> roll
34
>>> regdcourse
('Python', 'Amey', 101)
>>> x1, x2, x3, x4 = 'amey'
>>> print(x1, x2, x3, x4)
a m e y
```

# Lists

- Ordered sequence of values
- Written as a sequence of comma-separated values between square brackets
- Values can be of different types

```
>>> lst = [1, 2, 3, 4, 5] same type
>>> lst
[1, 2, 3, 4, 5]
>>> type(lst)
<type 'list'>
```

# Lists

- List is also a sequence type
  - Sequence operations are applicable

```
>>> fib = [1,1,2,3,5,8,13,21,34,55]
>>> len(fib)
10
>>> fib[3] # Indexing
3
>>> fib[3:] # Slicing
[3, 5, 8, 13, 21, 34, 55]
```

# Lists

- List is also a sequence type
  - Sequence operations are applicable

```
>>> [0] + fib # Concatenation
[0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55]
>>> 3 * [1, 1, 2] # Repetition
[1, 1, 2, 1, 1, 2, 1, 1, 2]
>>> x, y, z = [1, 1, 2] #Unpacking
>>> print (x, y, z )
1 1 2
```

# More Operations on Lists

- L.append(x)
- L.extend(seq)
- L.insert(i, x)
- L.remove(x)
- L.pop(i)
- L.pop()
- L.index(x)
- L.count(x)
- L.sort()
- L.reverse()

x is any value, seq is a sequence value (list, string, tuple, ...),  
i is an integer value

# Mutable and Immutable Types

- Tuples and List types look very similar
- However, there is one major difference: Lists are **mutable**
  - Contents of a list can be modified
- Tuples and Strings are **immutable**
  - Contents can not be modified

# Summary of Sequences

Operation	Meaning
<code>seq[i]</code>	i-th element of the sequence
<code>len(seq)</code>	Length of the sequence
<code>seq1 + seq2</code>	Concatenate the two sequences
<code>num*seq</code> <code>seq*num</code>	Repeat seq num times
<code>seq[start:end]</code>	slice starting from <b>start</b> , and ending at <b>end-1</b>
<code>e in seq</code>	True if e is present in seq, False otherwise
<code>e not in seq</code>	True if e is not present in seq, False otherwise
<code>for e in seq</code>	Iterate over all elements in seq (e is bound to one element per iteration)

Sequence types include String, Tuple and List.  
Lists are mutable, Tuple and Strings immutable.



# Programming with Python

## Sets and Dictionaries

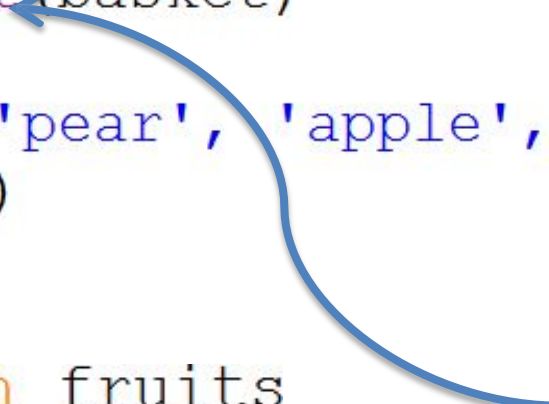
# Sets

- An unordered collection with no duplicate elements
- Supports
  - membership testing
  - eliminating duplicate entries
  - Set operations: union, intersection, difference, and symmetric difference.

# Sets

```
>>> basket = ['apple', 'orange', 'apple', 'pear', 'orange', 'banana']
>>> fruits = set(basket)
>>> fruits
{'orange', 'pear', 'apple', 'banana'}
>>> type(fruits)
set

>>> 'apple' in fruits
True
>>> 'mango' in fruits
False
```



**Create a set from  
a sequence**

# Set Operations

```
>>> A=set('acads')
>>> B=set('institute')
>>> A
{'a', 's', 'c', 'd'}}
>>> B
{'e', 'i', 'n', 's', 'u', 't'}
>>> A - B # Set difference
{'a', 'c', 'd'}
>>> A | B # Set Union
{'a', 'c', 'e', 'd', 'i', 'n', 's', 'u', 't'}
>>> A & B # Set intersection
{'s'}}
>>> A ^ B # Symmetric Difference
set(['a', 'd', 'c', 'e', 't', 'i', 'u', 'n'])
```

# Dictionaries

- Unordered set of *key:value* pairs,
- Keys have to be unique
- Key:value pairs enclosed inside curly braces {...}
- Empty dictionary is created by writing {}
- Dictionaries are mutable
  - add new key:value pairs,
  - change the pairing
  - delete a key (and associated value)

# Operations on Dictionaries

Operation	Meaning
<code>len(d)</code>	Number of key:value pairs in d
<code>d.keys()</code>	List containing the keys in d
<code>d.values()</code>	List containing the values in d
<code>k in d</code>	True if key k is in d
<code>d[k]</code>	Value associated with key k in d
<code>d.get(k, v)</code>	If k is present in d, then d[k] else v
<code>d[k] = v</code>	Map the value v to key k in d (replace d[k] if present)
<code>del d[k]</code>	Remove key k (and associated value) from d
<code>for k in d</code>	Iterate over the keys in d

# Operations on Dictionaries

```
>>> capital = {'India':'New Delhi', 'USA':'Washington DC', 'France':'Paris', 'Sri Lanka':'Colombo'}
>>> capital['India'] # Get an existing value
'New Delhi'
>>> capital['UK'] # Exception thrown for missing key

Traceback (most recent call last):
  File "<pyshell#130>", line 1, in <module>
    capital['UK'] # Exception thrown for missing key
KeyError: 'UK'
>>> capital.get('UK', 'Unknown') # Use of default
value with get
'Unknown'
>>> capital['UK']='London' # Add a new key:val pair
>>> capital['UK'] # Now it works
'London'
```

# Operations on Dictionaries

```
>>> capital.keys()
['Sri Lanka', 'India', 'UK', 'USA', 'France']
>>> capital.values()
['Colombo', 'New Delhi', 'London', 'Washington DC',
'Paris']
>>> len(capital)
5
>>> 'USA' in capital
True
>>> 'Russia' in capital
False
>>> del capital['USA']
>>> capital
{'Sri Lanka': 'Colombo', 'India': 'New Delhi', 'UK':
'London', 'France': 'Paris'}
```



# Operations on Dictionaries

```
>>> capital['Sri Lanka'] = 'Sri Jayawardenepura Kotte' # Wikipedia told me this!
>>> capital
{'Sri Lanka': 'Sri Jayawardenepura Kotte', 'India': 'New Delhi', 'UK': 'London', 'France': 'Paris'}
```

```
>>> countries = []
>>> for k in capital:
    countries.append(k)
```

**# Remember: for ... in iterates over keys only**

```
>>> countries.sort()
>>> countries # Sort values in a list
['France', 'India', 'Sri Lanka', 'UK']
```

# Dictionary Construction

- The **dict** constructor: builds dictionaries directly from *sequences of key-value pairs*

```
>>> airports=dict([('Mumbai', 'BOM'), ('Delhi', 'Del'), ('Chennai', 'MAA'), ('Kolkata', 'CCU')])
>>> airports
{'Kolkata': 'CCU', 'Chennai': 'MAA', 'Delhi': 'Del', 'Mumbai': 'BOM'}
```

# Programming with Python

File I/O

# File I/O

- Files are persistent storage
- Allow data to be stored beyond program lifetime
- The basic operations on files are
  - open, close, read, write
- Python treat files as sequence of lines
  - sequence operations work for the data read from files

# File I/O: **open** and **close**

**open**(filename, mode)

- While opening a file, you need to supply
  - The name of the file, including the path
  - The mode in which you want to open a file
  - Common modes are **r** (read), **w** (write), **a** (append)
- Mode is optional, defaults to **r**
- **open**(..) returns a file object
- **close**() on the file object closes the file
  - finishes any buffered operations

# File I/O: Example

```
>>> players = open('tennis_players', 'w')
>>>
>>> • Do some writing
>>> • How to do it?
>>> • see the next few slides
>>> players.close() # done with writing
```

# File I/O: read, write and append

- Reading from an open file returns the contents of the file
  - as **sequence** of lines in the program
- Writing to a file
  - **IMPORTANT:** If opened with mode '**w**', **clears** the existing contents of the file
  - Use append mode ('**a**') to preserve the contents
  - Writing happens at the end

# File I/O: Examples

```
>>> players = open('tennis_players', 'w')
>>> players.write('Roger Federar\n')
>>> players.write('Rafael Nadal\n')
>>> players.write('Andy Murray\n')
>>> players.write('Novak Djokovic\n')
>>> players.write('Leander Paes\n')
>>> players.close() # done with writing

>>> countries = open('tennis_countries', 'w')
>>> countries.write('Switzerland\n')
>>> countries.write('Spain\n')
>>> countries.write('Britain\n')
>>> countries.write('Serbia\n')
>>> countries.write('India\n')
>>> countries.write('India\n')
>>> countries.close() # done with writing
```



# File I/O:

```
>>> print(players)
<closed file 'tennis_players', mode 'w' at 0x031A48B8>
>>> print(countries)
<closed file 'tennis_countries', mode 'w' at 0x031A49C0>

>>> n = open('tennis_players', 'r')
>>> c = open('tennis_countries', 'r')
>>> n
<open file 'tennis_players', mode 'r' at 0x031A4910>
>>> c
<open file 'tennis_countries', mode 'r' at 0x031A4A70>
```

```
>>> pn = n.read() # read all players
```

```
>>> pn
```

```
'Roger Federar\nRafael Nadal\nAndy Murray\nNovak Djokovic\nLeander Paes\n'
```

```
>>> print(pn
```

```
Roger Federar
```

```
Rafael Nadal
```

```
Andy Murray
```

```
Novak Djokovic
```

```
Leander Paes
```



Note empty line due to '\n'

```
>>> |
```

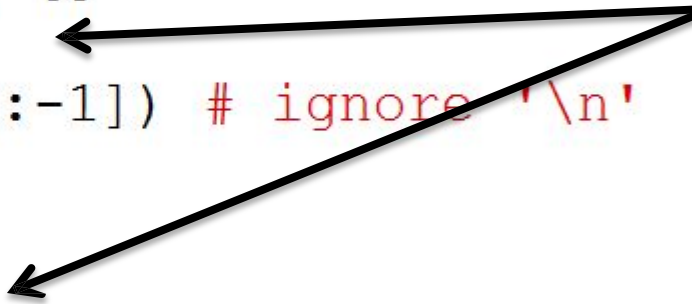
```
>>> n.close()
```

# File I/O: Examples

```
>>> n = open('tennis_players', 'r')
>>> c = open('tennis_countries', 'r')
>>> pn, pc = [], []
>>> for l in n:
    pn.append(l[:-1]) # ignore '\n'
>>> n.close()
>>> for l in c:
    pc.append(l[:-1])
>>> c.close()

>>> print(pn, '\n', pc)
['Roger Federar', 'Rafael Nadal', 'Andy Murra',
'y', 'Novak Djokovic', 'Leander Paes']
['Switzerland', 'Spain', 'Britain', 'Serbia',
'India'], 'India']
```

Note the use of for ... in  
for sequence



# File I/O: Examples

```
>>> name_country = []
>>> for i in range(len(pn)):
    name_country.append((pn[i], pc[i]))

>>> print(name_country)
[('Roger Federar', 'Switzerland'), ('Rafael N
adal', 'Spain'), ('Andy Murray', 'Britain'),
('Novak Djokovic', 'Serbia'), ('Leander Paes'
, 'India')]
>>> n2c = dict(name_country)
>>> print(n2c)
{'Roger Federar': 'Switzerland', 'Andy Murray
': 'Britain', 'Leander Paes': 'India', 'Novak
Djokovic': 'Serbia', 'Rafael Nadal': 'Spain'}
>>> print(n2c['Leander Paes'])
India
```

# Error Handling

- Avoid crashing of program
- Handle errors gracefully

```
import csv
path = 'C:/Users/Abhinav/Desktop/IIIT_Python/missing.csv'
f = open(path, 'r')
row = csv.reader(f)
header = next(row)
for line in row:
    try:
        part1 = line[2].strip('"')
        part2 = line[3].strip('"')
    except ValueError as err:
        print("Bad Data: ", err)
        continue
    partM = int(part1) * float(part2)
    print(partM)
f.close()
```



# Argument syntax

Variable and keyword arguments

```
def function(name, address="abcd"):
```

Arbitrary arguments (non-keyword)

```
def hypervolume(*length):  
    a = 1  
    for v in length:  
        a *= v  
    print(a)
```

Keyword arguments

```
def tag(name, **kwargs):  
    print(name)  
    print(kwargs)  
tag('img', src="iir.jpg", alt="knowledge", border=1)
```

# Lambda Function

- **lambda** function is called an anonymous function. It is a single expression with implicit return.
- It can have any number of arguments but only one expression

**lambda** arguments : expression

```
d = {'apple': 18, 'orange': 20, 'banana': 5, 'rotten  
tomato': 1}
```

```
sorted(d.items(), key=lambda x: x[1])
```

# High Order Functions

- We can use functions as data (objects) same as int, string, float etc.
- This is very useful when people write code that take functions as input

```
>>> def add(x,y):  
    def add_closure():  
        print('Adding {} + {} = {}'.format(x,y,x+y))  
        return x+y  
    return add_closure  
  
>>> a = add(2,3)  
>>> a()  
Adding 2 + 3 = 5  
5
```

```
>>> import time  
>>> def after(second,func):  
    time.sleep(second)  
    func()  
  
>>> def hello():  
    print("Hello World")  
  
>>> after(5,hello)  
Hello World
```

- Closures : `add_closure()` do not take `x,y`. It just captures these `x, y`. This is called closure.



# Programming with Python

## **Exception Handling**

# Introduction to Exception Handling

## What is an Exception?

An **exception** is an error that occurs during the execution of a program. When an error happens, Python generates an exception that, if not handled, will cause the program to crash.

- **Why handle them?** To prevent the program from stopping unexpectedly and to manage errors gracefully, perhaps by giving the user a helpful message.

# Introduction to Exception Handling

## The 'try' and 'except' Block

The fundamental way to handle exceptions is with a 'try...except' block.

- The code that might cause an error is placed in the 'try' block.
- The code to execute if an error occurs is placed in the 'except' block.

# Introduction to Exception Handling

## Example: 'ZeroDivisionError'

Let's see what happens when we try to divide by zero.

```
numerator = 10
denominator = 0

try:
    # This line might cause an error
    result = numerator / denominator
    print(result)
except ZeroDivisionError:
    # This block runs only if a ZeroDivisionError occurs
    print("Oops! You can't divide a number by zero.")

print("The program continued without crashing!")
```

**Common Exceptions:** 'TypeError', 'ValueError', 'FileNotFoundError', 'IndexError'.

# Advanced Exception Handling: 'else' and 'finally'

## The 'else' Clause

You can add an optional 'else' clause after the 'except' block. The code inside the 'else' block will run **only if no exceptions were raised** in the 'try' block.

## The 'finally' Clause

The 'finally' clause is also optional. The code inside the 'finally' block will **always be executed**, no matter if an exception occurred or not. This is extremely useful for “cleanup” actions, like closing a file.

## Complete Example: File Handling

This example combines 'try', 'except', 'else', and 'finally' for a common task: reading a file.

```
try:
    # Attempt to open and read a file
    f = open('my_data.txt', 'r')
    content = f.read()

except FileNotFoundError:
    # This runs if 'my_data.txt' doesn't exist
    print("Error: The file could not be found.")

except Exception as e:
    # A general catch-all for any other exceptions
    print(f"An unexpected error occurred: {e}")

else:
    # This runs ONLY if the try block was successful
    print("File read successfully!")
    print("--- File Content ---")
    print(content)

finally:
    # This ALWAYS runs, ensuring the file is closed
    if 'f' in locals() and not f.closed:
        f.close()
    print("--- Cleanup finished. ---")
```