# Exceptions & Decorators

#### Class outline:

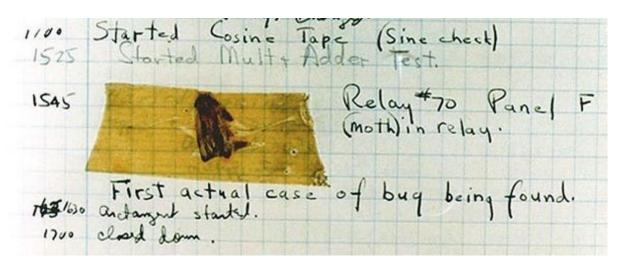
- Exceptions
- Decorators

## **Exceptions**

#### Handling errors

Sometimes, computer programs behave in non-standard ways.

- A function receives an argument value of an improper type
- Some resource (such as a file) is not available
- A network connection is lost in the middle of data transmission



Moth found in a Mark II Computer (Grace Hopper's Notebook, 1947)

#### Exceptions

An **exception** is a built-in mechanism in a programming language to declare and respond to "exceptional" conditions. 异常是编程语言中的内置机制,用于声明和响应"异常"条件

A program raises an exception when an error occurs.

If the exception is not handled, the program will stop running entirely.

But if a programmer can anticipate when exceptions might happen, they can include code for **handling the exception**, so that the program continues running.

Many languages include exception handling: C++, Java, Python, JavaScript, etc.

#### **Exceptions in Python**

Python raises an exception whenever a runtime error occurs.

How an unhandled exception is reported:

```
>>> 10/0
Traceback (most recent call last):
   File "<stdin>", line 1, in
ZeroDivisionError: division by zero
```

If an exception is not handled, the program stops executing immediately.

### Types of exceptions

A few exception types and examples of buggy code:

_	Exception	Example
数字计算超出限制	<pre>OverflowError</pre>	pow(2.12, 1000)
	TypeError	'hello'[1] = 'j'
	IndexError	'hello'[7]
	NameError	x += 5
	FileNotFoundError	<pre>open('dsfdfd.txt')</pre>

See full list in the exceptions docs.

#### The try statement

To handle an exception (keep the program running), use a try statement.

The <try suite> is executed first. If, during the course of executing the <try suite>, an exception is raised that is not handled otherwise, and If the class of the exception inherits from <exception class>, then the <except suite> is executed, with <name> bound to the exception.

#### Try statement example

```
try:
    quot = 10/0
except ZeroDivisionError as e:
    print('handling a', type(e))
    quot = 0
```



#### Try inside a function

```
def div_numbers(dividend, divisor):
    try:
        quotient = dividend/divisor
    except ZeroDivisionError:
        print("Function was called with 0 as divisor")
        quotient = 0
    return quotient

div_numbers(10, 2)
div_numbers(10, 0)
div_numbers(10, -1)
```



```
def invert(x):
    inverse = 1/x # Raises a ZeroDivisionError if x is 0
    print('Never printed if x is 0')
    return inverse

def invert_safe(x):
    try:
        return invert(x)
    except ZeroDivisionError as e:
        print('Handled', e)
        return 0
```

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```
invert_safe(1/0)
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    try:
        return invert(x)
    except ZeroDivisionError as e:
        print('Handled', e)
        return 0
```

```
invert_safe(1/0)
```

```
try:
    invert_safe(0)
except ZeroDivisionError as e:
    print('Handled!')
```

```
def invert(x):
    inverse = 1/x # Raises a ZeroDivisionError if x is 0
    print('Never printed if x is 0')
    return inverse

def invert_safe(x):
    try:
        return invert(x)
    except ZeroDivisionError as e:
        print('Handled', e)
        return 0
```

```
invert_safe(1/0)
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try:
    invert_safe(0)
except ZeroDivisionError as e:
    print('Handled!')
```

```
inverrrt_safe(1/0)
```

# Raising exceptions

#### **Assert statements**

Assert statements raise an exception of type AssertionError:

```
assert <expression>, <string>
```

Assertions are designed to be used liberally. They can be ignored to increase efficiency by running Python with the "-O" flag; "O" stands for optimized.

```
python3 -0
```

#### Raise statements

Any type of exception can be raised with a raise statement

```
raise <expression>
```

<expression> must evaluate to a subclass of
BaseException or an instance of one

Exceptions are constructed like any other object. E.g., TypeError('Bad argument!')

## **Decorators**

#### A tracing function

Let's make a higher-order tracing function.

```
def trace1(f):
    """Return a function that takes a single argument, x, prints it,
    computes and prints F(x), and returns the computed value.
    >>> square = lambda x: x * x
    >>> trace1(square)(3)
    -> 3
    <- 9
    0.00
```

#### A tracing function

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```
def trace1(f):
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    computes and prints F(x), and returns the computed value.
    >>> square = lambda x: x * x
    >>> trace1(square)(3)
    -> 3
    -> 9
    9
    """
    def traced(x):
        print("->", x)
        r = f(x)
        print("<-", r)
        return r
    return traced</pre>
```

#### A tracing decorator

What if we always wanted a function to be traced?

```
@trace1
def square(x):
    return x * x
```

That's equivalent to..

```
def square(x):
    return x * x
square = trace1(square)
```

#### General decorator syntax

The notation:

```
@ATTR
def aFunc(...):
    ...
```

is essentially equivalent to:

```
def aFunc(...):
    ...
aFunc = ATTR(aFunc)
```

ATTR can be any expression, not just a single function name.