How to Handle Exceptions

• To capture an exception so that the program won't terminate:

```
• try<mark>:</mark>
...
except _____:
```

- where ... are statements to be executed and _____ is an exception clause
- An else clause can be added to indicate code that should run if no exception occurred in the try clause
- A *finally* clause can be added to indicate code that must always be run, whether or not an exception occurred in the *try* clause