

### User Defined Exceptions:

Some time we have to define and raise exceptions explicitly to indicate that something goes wrong ,such type of exceptions are called User Defined Exceptions or Customized Exceptions.

#### raise (throw) keyword:

We can raise an exception explicitly with the `raise` keyword. You can manually throw (`raise`) an exception in Python with the keyword `raise`.

#### Syntax:

```
raise [Exception [, args ]]
```

`Exception` is the type of exception (for example, `NameError`) and argument is a value for the exception argument. The argument is optional; if not supplied, the exception argument is `None`.

#### Example:

```
>>> raise NameError("Raju")
>>> raise ValueError("InvalidData")
```

#### Example:

```
x=int(input("Enter Any Number: "))
if x<=10:
    raise ValueError('x should not be less than 10!')
else:
    print("Great Value")
```

#### Example:

```
try:
    x=int(input("Enter Any Number: "))
    print(x)
except:
    raise ValueError("Invalid Input")
```

#### Example:

```
try:
    a = int(input("Enter a negative integer: "))
    if a >= 0:
        raise ValueError("That is not a negative number!")
except ValueError as ve:
    print(ve)
```

### Assertions in Python(Automatic Error Detection)

`Assert` is the PYTHON Keyword. Python's `assert` statement helps you find bugs more quickly and with less pain. When it encounters an `assert` statement, Python evaluates the accompanying expression, which is hopefully true. If the expression is false, Python raises an `AssertionError` exception.

#### Syntax

```
assert expression, argument
```

#### expression

Required. Expression to evaluate.

argument  
Optional. Argument passed to the exception raise

Asserts VS Try...Except:  
Software Errors are Two Categories:  
1. Recoverable Errors (try ... except)  
==> User can take corrective action(Try Again or Choose Another Option)  
2. Un-Recoverable Errors(assert)  
==> Not Enough information to fix or no alternative action is possible

Places to consider putting assertions:  
1 Checking parameter types, classes, or values  
2 Checking data structure invariants (never changed)  
3 After calling a function, to make sure that its return is reasonable

NOTE:

Assertions are like airbags for your software. Always there, work automatically when you need them.

Example:

```
assert 2 + 2 == 4
assert 2 + 2 == 3
assert 2 + 2 == 3, "That can't be right."
```

Example:

```
def power(x,y):
    assert x>0,"x Must be Positive Number not {0}"
    assert y>0,"y Must be Positive Number not {0}"
    return x**y
print(power(1,-2))
```

Example:

```
def GetAge(age):
    assert age>18,"Age Must not Be less than 18Years"
    print("You are Allow to Access: ",age)
GetAge(19)
```

Ignore Errors

Errors can be ignored without handling them in the program. We can do this using 'pass' in except block of error handling section like below.

Syntax:

```
try:
    data="Something_that_Can_go_wrong"
except:
    pass
```

Example:

```
try:
    pass
except:
    pass
finally:
    pass
```

```
Example:  
try:  
    x=int(input("Enter Required Number: "))  
    y=int(input("Enter Required Number: "))  
    print("The Result is: ",int(x/y))  
except:  
    pass  
    print("Error: Arithmetic Operation Ignored. Pass Block")  
else:  
    print("SuccessfullyDone")
```

```
Example:  
try:  
    x=int(input("Enter Any: "))  
    print(x)  
except:  
    pass  
finally:  
    pass
```