

Classes and Exceptions

April 24, 2016

- fast reflexes
- blind
- pointy head things
- baton
- sonar



Daredevil



Captain America

- fast reflexes
- ageless
- pointy head things
- super strength
- shield

Use classes to group together
features(adjectives) and
actions(verbs) of an
object(nouns).

Classes describe how objects
look and behave.

```

class Daredevil:
    def __init__(self):
        self.name = 'daredevil'
        self.pointy_hat = True
        self.baton = True

    def attack(self):
        print('i\'m coming')

    def defend(self):
        print('stand back')

    def use_senses(self):
        print('ping ping ping')

```



Captain America



Daredevil

```

class CaptainAmerica:
    def __init__(self):
        self.name = 'cap'
        self.pointy_hat = True
        self.shield = True

    def attack(self):
        print('i\'m coming')

    def defend(self):
        print('stand back')

    def lift_heavy_stuff(self):
        print('uuurrggg')

```

Using a class you can create objects. You can interact with objects in your code.

You can cause objects to perform actions and can interact with an objects properties.

```
dd = Daredevil()
```

```
print(dd.pointy_hat)
```

```
dd.defend()
```

```
dd.use_senses()
```



Daredevil



Captain America

```
cap = CaptainAmerica()
```

```
print(cap.pointy_hat)
```

```
cap.attack()
```

```
cap.lift_heavy_stuff()
```

```
dd = Daredevil()  
  
print(dd.pointy_hat)  
dd.defend()  
dd.use_senses()
```

```
True  
stand back  
ping ping ping
```



Captain America



Daredevil

```
cap = CaptainAmerica()  
  
print(cap.pointy_hat)  
cap.attack()  
cap.lift_heavy_stuff()
```

```
True  
i'm coming  
uuurrggg
```

Sometimes we may ask an object to do more than it is capable of.

When this happens we receive an exception.


```
dd = Daredevil()  
cap = CaptainAmerica()
```

```
def detect_villan_using_radar(hero):  
    hero.use_senses()
```

```
detect_villan_using_radar(dd)  
detect_villan_using_radar(cap)
```

```
ping ping ping
```

```
AttributeError: 'CaptainAmerica'  
object has no attribute 'use_senses'
```



Daredevil



Captain America

Using

try, except blocks

We can deal with these
exceptions and let our
program continue.

```
dd = Daredevil()  
cap = CaptainAmerica()
```

```
def detect_villan_using_radar(hero):  
    try:  
        hero.use_senses()  
    except AttributeError:  
        print('%s, doesn\'t ...' % hero.name)
```

```
detect_villan_using_radar(dd)  
detect_villan_using_radar(cap)
```

ping ping ping

cap, doesn't have this power



Daredevil



Captain America

```

BaseException
+-- SystemExit
+-- KeyboardInterrupt
+-- GeneratorExit
+-- Exception
+-- StopIteration
+-- StandardError
|   +-- BufferError
|   +-- ArithmeticError
|   |   +-- FloatingPointError
|   |   +-- OverflowError
|   |   +-- ZeroDivisionError
+-- AssertionError
+-- AttributeError
+-- EnvironmentError
|   +-- IOError
|   +-- OSError
|   |   +-- WindowsError (Windows)
|   |   +-- VMSError (VMS)
+-- EOFError
+-- ImportError
+-- LookupError
|   +-- IndexError
|   +-- KeyError
+-- MemoryError
+-- NameError
|   +-- UnboundLocalError
+-- ReferenceError
+-- RuntimeError
|   +-- NotImplementedError
+-- SyntaxError
|   +-- IndentationError
|   |   +-- TabError
+-- SystemError
+-- TypeError
+-- ValueError
|   +-- UnicodeError
|   |   +-- UnicodeDecodeError
|   |   +-- UnicodeEncodeError
|   |   +-- UnicodeTranslateError
+-- Warning
+-- DeprecationWarning
+-- PendingDeprecationWarning
+-- RuntimeWarning
+-- SyntaxWarning
+-- UserWarning
+-- FutureWarning
+-- ImportWarning
+-- UnicodeWarning
+-- BytesWarning

```

```

try:
    x = 4/0
except:
    print('exception happened')

```

exception happened

```

try:
    x = 4/0
except ZeroDivisionError:
    print('wat? divide by zero')
except Exception:
    print('some other exception happened')

```

wat? divide by zero

```

try:
    x.do_something()
except ZeroDivisionError:
    print('wat? divide by zero')
except Exception:
    print('some other exception happened')

```

some other exception happened

```

try:
    x.do_something()
except Exception as e:
    print('some exception happened')
    print(str(e))

```

some exception happened
name 'x' is not defined

Exercise



Spider-Man



Captain Marvel



Hulk



Thor



Iron Man



Luke Cage



Black Widow



Daredevil



Captain America



Wolverine

1. Choose a hero marvel or dc.
2. List your hero's powers and how it looks.

looks

powers

3. Define a class that matches your hero's description.
 1. descriptive words `self.hair_color = 'black'`
 2. translate powers to verbs and functions `def use_ray_beam()`
4. Write code to create an object from your new class.
5. Access attributes of your class.
6. Try to access an attribute of your class that doesn't exist.
7. Use try except to trap the exception and to print a message



Superman



Batman



Wonder Woman



Green Lantern



The Flash



Aquaman


```

class CaptainAmerica:
    def __init__(self):
        self.name = 'cap'
        self.pointy_hat = True
        self.shield = True

    def attack(self):
        print('i\'m coming')

    def defend(self):
        print('stand back')

    def lift_heavy_stuff(self):
        print('uuurrggg')

```



Captain America

```

cap = CaptainAmerica()

print(cap.pointy_hat)
cap.attack()
cap.lift_heavy_stuff()

True
i'm coming
uuurrggg

```

```

try:
    cap.use_senses()
except AttributeError:
    print('%s, doesn\'t ...' % cap.name)

cap, doesn't have this power

```