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12/2/2022
IT FDN 110 A Au 22: Foundations Of Programming: Python Assignment07
https://github.com/yiy4/IntroToProg-Python-Mod07

Pickling with Exception Handling

Introduction

Pickling is a method to save in and read from a binary file. In this assignment, **pickle.load()** and **pickle.dump()** were used to learn about how pickling process works.

Setup

Similar to previous assignments, I wanted to set up options in my program to explore different functions.

Option 1: Allow users to read data from .dat file

```
if (strChoice.strip() == '1'):
    file = open(strFileName, "rb")
    while(True): # Getting all data by iterating pickle.load()
        try:
        list = pickle.load(file)
        wishList.append(list)
    except EOFError:
        break
file.close()
for row in wishList: # Printing data
    print(row[0] + ', ' + row[1])
```

Here, **try/except** statement had to be used to retrieve all data through **pickle.load()** function because the program does not know when to stop the **while** loop. The **try/except** allowed the program to only run until all of the data is retrieved from .dat file.

The following screenshot shows the error when try/except statement is not used:

```
Traceback (most recent call last):
    File "C:\_PythonClass\ModO7\copycopy.py", line 26, in <module>
    list = pickle.load(file)
EOFError: Ran out of input
```

This type of error handling is further explained in GeeksforGeeks's article called *Handling EOFERROR* exception in Python.

Also, the **file.close()** function was used outside the **while** loop because otherwise, the program would have repeatedly read the first line. Then every row was stored in wishList.

Option 2: allow users to add data to .dat file

```
elif (strChoice.strip() == '2'):
    file = open(strFileName, "ab")
    while(True): # Saving multiple items without restarting the program
        print()
        name = str(input("Enter a Name: "))
        if(name.lower() == "q"):
            break
        item = str(input("Enter an Item: "))
        if (item.lower() == "q"):
            break
        userInput = [name, item]
        pickle.dump(userInput, file)
        file.close()
```

This part of the script was written for the user input to be automatically saved in .dat file. This allows for each item to be saved as one element and can be retrieve as such.

Other options

```
elif (strChoice.lower() == 'q'):
    print()
    print("Goodbye!")
    pass
else:
    print()
    print("Error! " + strChoice + " is not an option.")
    pass
```

The rest of the script was similar to ones used in previous assignments. The 'Q' option allows for users to exit the program, while any other input notifies users that they need to type options that are given. Here **pass** was used instead of **break** because loop was not used.

Conclusion

There were a lot challenges I encountered while trying to use pickle functions (load and dump) within classes and definitions. In the future, with more time, I would like to explore options utilizing loops and functions similar to Assignment 6.

```
Running Option 1 in PyCharm and Command Shell:
                                                              C:\Users\pjy10>cd C:\ PythonClass\Assignment07
                                                              C:\_PythonClass\Assignment07>python.exe Assignment07.py
 C:\Python\python.exe C:\_PythonClass\Assignment07\Assignment07.p
                                                             1) Read data
2) Add data
1) Read data
2) Add data
                                                              [Type 'q' to exit at any time.]
                                                             Which option would you like to perform? [1 or 2] - 1
 [Type 'q' to exit at any time.]
                                                              christine, fountain pen
daisy, necklace
Which option would you like to perform? [1 or 2] - 3
                                                              josh, jacket
jae, mug
                                                              cameron, earphones
                                                              C:\_PythonClass\Assignment07>
Running Option 2 in PyCharm and Command Shell:
 C:\Python\python.exe C:\_PythonClass\Assignment07\Assignment07.py
 Option Menu:
 1) Read data
                                                              2) Add data
                                                              Option Menu:
                                                             .
1) Read data
2) Add data
 Which option would you like to perform? [1 or 2] -
                                                              [Type 'q' to exit at any time.]
                                                              Which option would you like to perform? [1 or 2] - 2
 Enter an Item: mug
                                                              Enter a Name: taylor
                                                              Enter an Item: book
 Enter a Name:
                                                              Enter a Name: sam
                                                              Enter an Item: hand cream
                                                              Enter a Name: q
 Process finished with exit code \theta
                                                              :\_PythonClass\Assignment07>
Random Input and Exiting the Program:
                                                               :\_PythonClass\Assignment07>python.exe Assignment07.py
 2) Add data
                                                              Option Menu:
                                                              1) Read data
2) Add data
                                                              [Type 'q' to exit at any time.]
 Which option would you like to perform? [1 or 2] - 3
                                                              Which option would you like to perform? [1 or 2] - jake
 Error! 3 is not an option.
                                                              Error! jake is not an option.
 Process finished with exit code 0
                                                              C:\ PythonClass\Assignment07>
 C:\Python\python.exe C:\_PythonClass\Assignment07\Assignment07.py
 Option Menu:
                                                             1) Read data
                                                             Option Menu:
2) Add data
                                                             1) Read data
                                                             2) Add data
                                                             [Type 'q' to exit at any time.]
 Which option would you like to perform? [1 or 2] -
                                                             Which option would you like to perform? [1 or 2] - q
 Goodbye!
                                                             Goodbye!
 Process finished with exit code \boldsymbol{\theta}
                                                             C:\_PythonClass\Assignment07>
```

Works Cited

- Dawson, M. (2010). *Python programming for the absolute beginner: Michael Dawson*. Course Technology Cengage Learning.
- Handling EOFERROR exception in Python. GeeksforGeeks. (2020, September 2). Retrieved November 30, 2022, from https://www.geeksforgeeks.org/handling-eoferror-exception-in-python/

Root, Randal. _Mod7PythonProgrammingNotes. Microsoft Docs. Retrieved November 29, 2022.