

HANDLING EXCEPTION**Exception**

An Exception is an event which occurs during the execution of a program that disrupts the normal flow of the program's instructions. If a python script encounters a situation it cannot cope up, it raises an exception

HOW TO HANDLE EXCEPTION?

There are four blocks which help to handle the exception. They are

- try block
- except statement
- else block
- finally block

i) try block

- In the try block a programmer will write the suspicious code that may raise an exception. One can defend their program from a run time error by placing the codes inside the try block.

Syntax:

```
try:
    #The operations here
```

ii) except statement

- Except statement should be followed by the try block.
- A single try block can have multiple except statement.
- The except statement which handles the exception.
- Multiple except statements require multiple exception names to handle the exception separately.

```
except Exception 1:
    #Handle Exception 1
except Exception 2:
    #Handle Exception 2
```

iii) else block

If there is no exception in the program the else block will get executed.

Syntax:

```
else:
    #If no Exception, it will execute
```

iv) finally block:

A finally block will always execute whether an exception happens or not the block will always execute.

```
finally:
    #Always Execute
```

Syntax:

```
try:
    #The operations here
except Exception 1:
    #Handle Exception 1
except Exception 2:
    #Handle Exception 2
else:
    #If no Exception, it will execute
finally:
    #Always Execute
```

(i) Write a python program to write a file with exception handling.

```
try:
    f=open("test.txt", 'w+')
    f.write("My First File")
    f.seek(0)
    print(f.read())
except IOError:
    print("File not Found")
else:
    print("File not Found")
    f.close()
finally:
    print("Close a file")
```

(ii) Write a python program to read a file which raises an exception

Assume test.txt is not created in the computer and the following program is executed which raises an exception.

```

try:
    f=open("test.txt", 'w+')
    f.write("My First File")
    f.seek(0)
    print(f.read())
except IOError:
    print("File not Found")
else:
    print("File not Found")
    f.close()
finally:
    print("Close a file")

```

a) Except Clause with no exception

An except statement without the exception name, the python interpreter will consider as default 'Exception' and it will catch all exceptions.

Syntax:

```

try:
    #The operations here
except:
    #Handles Exception
else:
    #If no Exception, it will execute
finally:
    #Always Execute

```

b) Except clause with multiple Exception

An except statement can have multiple exceptions, We call it by exception name

Syntax:

```

try:
    #The operations here
except (Exception 1, Exception 2):
    #Handles Exception
else:
    #If no Exception, it will execute
finally:
    #Always Execute

```

(i) Write a python program to read a file with multiple exceptions

```

try:
    f=open("test.txt", 'w+')
    f=write("My First File")
    print(f.read())
except (IOError, ValueError,
ZeroDivisionError):
    print("File not Found")
else:
    print("File not Found")
    f.close()
finally:
    print("Close a file")

```

c) Argument of an Exception

An exception can have an argument which is a value that gives additional information about the problem. The content of an argument will vary by the exception.

```

try:
    #The operations here
except Exception Type, Argument:
    #Handles Exception with Argument
else:
    #If no Exception, it will execute
finally:
    #Always Execute

```

d) Raising an Exception

You can raise exceptions in several ways by using raise statement

Syntax:

```
raise Exception, Argument:
```

Example:

```

def fun(level):
    if level<10:
        raise "Invalid Level", level
fun(5) #raise an Exception
fun(11)

```

TYPES OF EXCEPTION

There are two types of Exception:

- Built-in Exception
- User Defined Exception

i) Built-in Exception

There are some built-in exceptions which should not be changed.

The Syntax for all Built-in Exception

```
except Exception_Name
```

<u>S.No</u>	<u>Exception Name</u>	<u>Description</u>
1	Exception	It is the Base class for all Exceptions
2	<u>ArithmeticError</u>	It is the Base class for all Errors that occur on numeric calculations.
3	ZeroDivisionError	Raised when a number is divided by zero
4	IOError	Raised when an Input or Output operation fails such as open() function. When a file is not exist in the folder
5	TypeError	Raised when operation or function is invalid for a specified data type.
6	ValueError	Raised when built-in function for a data type has valid arguments and it has invalid values.
7	RuntimeError	Raised when a generated error does not fall into any category.
8	KeyboardInterrupt	Raised when the user interrupts program execution by pressing <u>Ctrl+C</u>
9	<u>FloatingPointError</u>	Raised when floating calculation Fails.

<u>S.No</u>	<u>Exception Name</u>	<u>Description</u>
10	<u>AssertionError</u>	Raised in case of failure of assert statement.
11	<u>OverflowError</u>	Raised when a calculation exceeds maximum limit for a numeric types.
12	<u>StandardError</u>	Base class for all built-in exception except ' <u>StopIteration</u> and <u>SystemExit</u> '
13	StopIteration	Raised when next() method of an iteration does not exist
14	SystemExit	Raised by the <u>sys.exit()</u> function
15	SyntaxError	Raised when there is an error in Python Syntax
16	IndentationError	Raised when Indentation is not specified properly
17	<u>AssertionError</u>	Raised in case of failure of assert statement.

USER DEFINED EXCEPTION

In Python a user can create their own exception by deriving classes from standard Exceptions. There are two steps to create a user defined exception.

Step-1

A User Defined Exception should be derived from standard Built-in Exceptions.

Step-2

After referring base class the user defined exception can be used in the program

```
class NetworkError(RuntimeError):
    def __init__ (self,arg):
        self.args=arg
    try:
        raise NetworkError("Bad host name")
    except NetworkError,e:
        print(e.args)
```

ASSERTION

An assertion is a sanity check which can turn on (or) turn off when the program is in testing mode.

- The assertion can be used by assert keyword. It will check whether the input is valid and after the operation it will check for valid output.

Syntax:

```
assert(Expression)
```

Example

```
def add(x):  
    assert(x<0)  
    return(x)  
add(10)
```

