





Exceptions		
A built-in mechanism in a programming language to declare and respond to exceptional conditions		
Python raises an exception whenever an error occurs		
Exceptions can be handled by the program, preventing the interpreter from halting		
Unhandled exceptions will cause Python to halt execution and print a stack trace		Raising Exceptions
Mastering exceptions:		
Exceptions are objects! They have classes with constructors.		
They enable non-local continuations of control		
If f calls g and g calls $h,$ exceptions can shift control from h to f without waiting for g to return.		
(Exception handling tends to be slow.)		
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Assert Statements

Assert statements raise an exception of type AssertionError

assert <expression>, <string>

Assertions are designed to be used liberally. They can be ignored to increase efficiency by running Python with the "-0" flag; "0" stands for optimized

python3 -0

Whether assertions are enabled is governed by a bool __debug__

(Demo)

Try Statements

Raise Statements

Exceptions are raised with a raise statement

raise <expression>

 $\ensuremath{\mathsf{<\!expression\!\!>\!}}$ must evaluate to a subclass of BaseException or an instance of one

Exceptions are constructed like any other object. E.g., TypeError('Bad argument!')

 $\ensuremath{\mathsf{TypeError}}$ -- A function was passed the wrong number/type of argument

NameError --- A name wasn't found KeyError --- A key wasn't found in a dictionary RuntimeError --- Catch-all for troubles during interpretation

(Demo)

Try Statements

Try statements handle exceptions

Execution rule:

The <try suite> is executed first

If, during the course of executing the <try suite>, an exception is raised that is not handled otherwise, and

If the class of the exception inherits from <exception class>, then

The <except suite> is executed, with <name> bound to the exception



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Sierpinski's Triangle
(Demo)