

# Programming Principles in Python (CSCI 503/490)

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## Debugging & Testing

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# Dealing with Errors

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- Can explicitly check for errors at each step
  - Check for division by zero
  - Check for invalid parameter value (e.g. string instead of int)
- Sometimes all of this gets in the way and can't be addressed succinctly
  - Too many potential errors to check
  - Cannot handle groups of the same type of errors together
- Allow programmer to determine when and how to handle issues
  - Allow things to go wrong and handle them instead
  - Allow errors to be propagated and addressed once

# Advantages of Exceptions

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- Separate error-handling code from "regular" code
- Allows propagation of errors up the call stack
- Errors can be grouped and differentiated

[[Java Tutorial](#), Oracle]

# Try-Except

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- The `try` statement has the following form:

```
try:  
    <body>  
except <ErrorType>*:  
    <handler>
```

- When Python encounters a `try` statement, it attempts to execute the statements inside the body.
- If there is no error, control passes to the next statement after the `try...except` (unless `else` or `finally` clauses)
- Note: **except** not catch

# Exception Granularity

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- If you catch any exception using a base class near the top of the hierarchy, you may be **masking** code errors
- `try:`  
    `c, d = a / b`  
`except Exception:`  
    `c, d = 0, 0`
- Remember `Exception` catches any exception is an instance of `Exception`
- Catches `TypeError: cannot unpack non-iterable float object`
- Better to have more **granular** (specific) exceptions!
- We don't want to catch the `TypeError` because this is a **programming error** not a runtime error

# Exception Locality

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- ```
try:
    fname = 'missing-file.dat'
    with open(fname) as f:
        lines = f.readlines()
except OSError:
    print(f"An error occurred reading {fname}")

try:
    out_fname = 'output-file.dat'
    with open('output-file.dat', 'w') as fout:
        fout.write("Testing")
except OSError:
    print(f"An error occurred writing {out_fname}")
```

# Multiple Except Clauses

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- Function like an if/elif sequence
- Checked in order so put more granular exceptions earlier!
- `try:`

```
    fname = 'missing-file.dat'
    with open(fname) as f:
        lines = f.readlines()
    out_fname = 'output-file.dat'
    with open('output-file.dat', 'w') as fout:
        fout.write("Testing")
except FileNotFoundError:
    print(f"File {fname} does not exist")
except OSError:
    print("An error occurred processing files")
```

# Handling Multiple Exceptions at Once

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- Can process multiple exceptions with one clause, use **tuple** of classes
- Allows some specificity but without repeating

- `try:`

```
    fname = 'missing-file.dat'
    with open(fname) as f:
        lines = f.readlines()
    out_fname = 'output-file.dat'
    with open('output-file.dat', 'w') as fout:
        fout.write("Testing")
except (FileNotFoundError, PermissionError):
    print("An error occurred processing files")
```

# Exception Objects

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- Exceptions themselves are a type of object.
- If you follow the error type with an identifier in an except clause, Python will assign that identifier the actual exception object.
- Sometimes exceptions encode information that is useful for handling

- `try:`

```
    fname = 'missing-file.dat'
    with open(fname) as f:
        lines = f.readlines()
    out_fname = 'output-file.dat'
    with open('output-file.dat', 'w') as fout:
        fout.write("Testing")
except OSError as e:
    print(e.errno, e.filename, e)
```

# Assignment 6

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- Upcoming
- Object-Oriented Programming

# Else Clause

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- Code that executes if no exception occurs
- ```
b = 3
a = 2
try:
    c = b / a
except ZeroDivisionError:
    print("Division failed")
    c = 0
else:
    print("Division successful:", c)
```

# Finally

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- Code that always runs, **regardless** of whether there is an exception

- ```
b = 3
a = 0
try:
    c = b / a
except ZeroDivisionError:
    print("Division failed")
    c = 0
finally:
    print("This always runs")
```

# Finally

---

- Code that always runs, **regardless** of whether there is an exception
- ...even if the exception isn't handled!
- ```
b = 3
a = 0
try:
    c = b / a
finally:
    print("This always runs, even if we crash")
```
- Remember that context managers (e.g. for files) have built-in cleanup clauses

# Nesting

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- You can nest try-except clauses inside of except clauses, too.
- Example: perhaps a file load could fail so you want to try an alternative location but want to know if that fails, too.
- Can even do this in a `finally` clause:
- ```
try:  
    c = b / a  
finally:  
    try:  
        print("This always runs", 3/0)  
    except ZeroDivisionError:  
        print("It is silly to only catch this exception")
```

# Raising Exceptions

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- Create an exception and raise it using the `raise` keyword
- Pass a string that provides some detail
- Example: `raise Exception("This did not work correctly")`
- Try to find a exception class:
  - `ValueError`: if an argument doesn't fit the function's expectations
  - `NotImplementedError`: if a method isn't implemented (e.g. abstract cls)
- Be specific in the error message, state actual values
- Can also subclass from existing exception class, but check if existing exception works first
- Some packages create their own base exception class (`RequestException`)

# Re-raising and Raising From

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- Sometimes, we want to detect an exception but also pass it along

- `try:`

```
    c = b / a
except ZeroDivisionError:
    print("Division failed")
    raise
```

- Raising from allows exception to show specific chain of issues

- `try:`

```
    c = b / a
except ZeroDivisionError as e:
    print("Division failed")
    raise ValueError("a cannot be zero") from e
```

- Usually unnecessary because Python does the right thing here (shows chain)

# Making Sense of Exceptions

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- When code (e.g. a cell) crashes, read the traceback:
- `ZeroDivisionError`                      Traceback (most recent call last)  
    `<ipython-input-58-488e97ad7d74> in <module>`  
        4            `return divide(a+b, a-b)`  
        5    `for i in range(4):`  
----> 6            `process(3, i)`  
    `<ipython-input-58-488e97ad7d74> in process(a, b)`  
        3            `return c / d`  
----> 4            `return divide(a+b, a-b)`  
        5    `for i in range(4):`  
    `<ipython-input-58-488e97ad7d74> in divide(c, d)`  
        2            `def divide(c, d):`  
----> 3            `return c / d`  
        4            `return divide(a+b, a-b)`  
    `ZeroDivisionError: division by zero`

# Making Sense of Exceptions

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- Start at the bottom: last line is the exception message
- Nesting goes outside-in: innermost scope is last, outermost scope is first
- Arrows point to the line of code that caused errors at each scope
- Surrounding lines give context

# Making Sense of Exceptions

---

- Sometimes, exception handling can mask actual issue!
- ```
def process(a, b):  
    ...  
    for i in range(4):  
        try:  
            process(3, i)  
        except ZeroDivisionError:  
            raise Exception(f"Cannot process i={i}") from None
```
- ```
Exception                                Traceback (most recent call last)  
<ipython-input-60-6d0289010945> in <module>  
      7         process(3, i)  
      8     except ZeroDivisionError:  
----> 9         raise Exception(f"Cannot process i={i}") from None  
Exception: Cannot process i=3
```
- Usually, Python includes inner exception (`from None` stops the chain)

# Making Sense of Exceptions

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- Probably the **worst** thing is to **ignore** all exceptions:

- ```
def process(a, b):
```

```
    ...
```

```
    result = []
```

```
    for i in range(6):
```

```
        try:
```

```
            result.append(process(3, i))
```

```
        except:
```

```
            pass
```

- This may seem like the easy way out, don't have to worry about errors, but can mask major issues in the code!
- Be specific (granularity), try to handle cases when something goes wrong, crash **gracefully** if it is an unexpected error

How do you debug code?

# Debugging

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- print statements
- logging library
- pdb
- Extensions for IDEs (e.g. PyCharm)
- JupyterLab Debugger Support

# Print Statements

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- Just print the values or other information about identifiers:
- ```
def my_function(a, b):  
    print(a, b)  
    print(b - a == 0)  
    return a + b
```
- Note that we need to remember what is being printed
- Can add this to print call, or use f-strings with trailing = which causes the name and value of the variable to be printed
- ```
def my_function(a, b):  
    print(f"{a=} {b=} {b - a == 0}")  
    return a + b
```

# Print Problems

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- Have to uncomment/comment
- Have to remember to get rid of (or comment out) debugging statements when publishing code
- Print can dump a lot of text (slows down notebooks)
- Can try to be smarter:
  - ```
if i % 100 == 0:  
    print(i, f"{current_output=}")
```
  - ```
do_print = value == 42  
if do_print:  
    print(f"{a=} {current_output=}")
```

# Logging Library

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- Allows different levels of output (e.g. DEBUG, INFO, WARNING, ERROR, CRITICAL)
- Can output to a file as well as stdout/stderr
- Can configure to suppress certain levels or filter messages
- ```
import logging
def my_function(a,b):
    logging.debug(f"{a=} {b=} {b-a == 0}")
    return a + b
my_function(3, 5)
```
- This doesn't work in notebooks...

# Logging Library

---

- Need to set default level (e.g. DEBUG)
- For notebooks, best to define own logger and set level
- ```
import logging
logger = logging.Logger('my-logger')
logger.setLevel(logging.DEBUG)
def my_function(a,b):
    logger.debug(f"{a=} {b=} {b-a == 0}")
    return a + b
my_function(3, 5)
```
- Prints on stderr, can set to stdout via:
- ```
import sys
logging.basicConfig(stream=sys.stdout, level=logging.DEBUG)
```

# Python Debugger (pdb)

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- Debuggers offer the ability to inspect and interact with code as it is running
  - Define breakpoints as places to stop code and enter the debugger
  - Commands to inspect variables and step through code
  - Different types of steps (into, over, continue)
  - Can have multiple breakpoints in a piece of code
- There are a number of debuggers like those built into IDEs (e.g. PyCharm)
- pdb is standard Python, also an ipdb variant for IPython/notebooks

# Python Debugger

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- Post-mortem inspection:
  - In the notebook, use `%debug` in a new cell to inspect at the line that raised the exception
    - Can have this happen all the time using `%pdb` magic
    - Brings up a new panel that allows debugging interactions
  - In a script, run the script using `pdb`:
    - `python -m pdb my_script.py`

# Python Debugger

- Breakpoints
  - To set a breakpoint, simply add a `breakpoint()` call in the code
  - Before Python 3.7, this required `import pdb; pdb.set_trace()`
  - Run the cell/script as normal and pdb will start when it hits the breakpoint

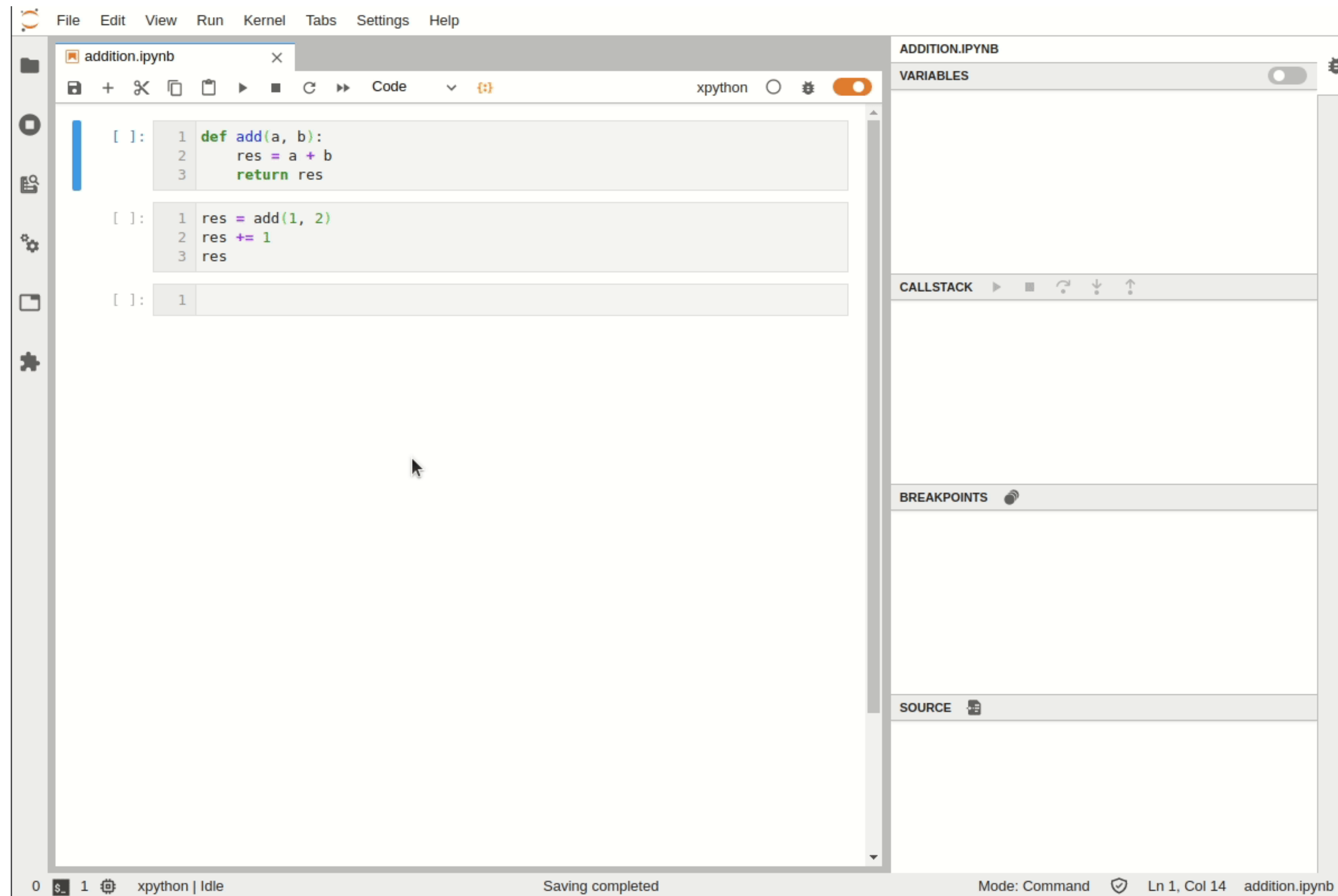
```
> <ipython-input-1-792bb5fe2598>(3)divide()  
1 def process(a, b):  
2     def divide(c, d):  
----> 3         return c / d  
4     return divide(a+b, a-b)  
5 result = []  
  
ipdb>
```

# Python Debugger Commands

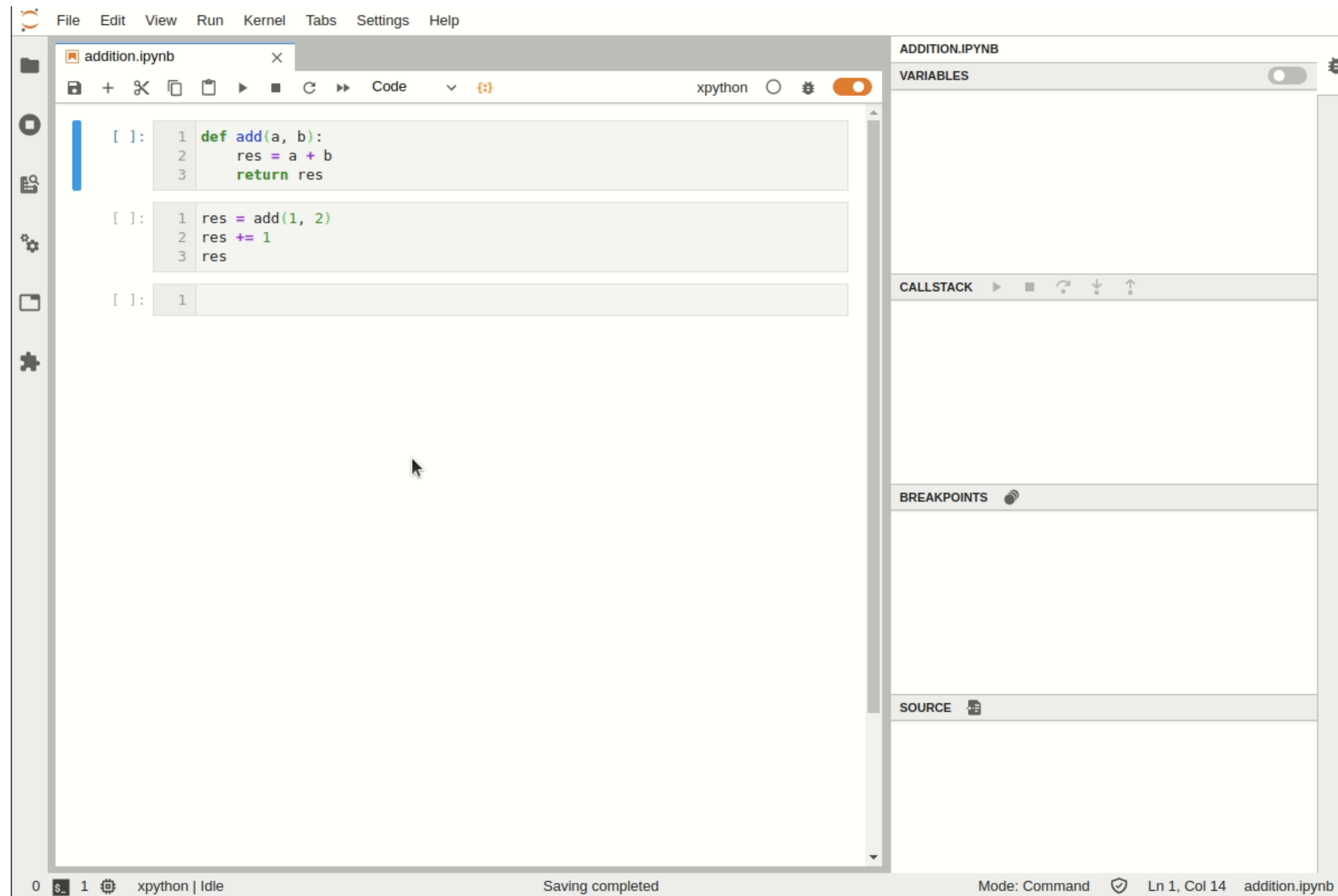
---

- `p` [print expressions]: Print expressions, comma separated
- `n` [step over]: continue until next line in **current function**
- `s` [step into]: stop at next line of code (same function or one being called)
- `c` [continue]: continue execution until next breakpoint
- `l` [list code]: list source code (ipdb does this already), also `ll` (fewer lines)
- `b` [breakpoints]: list or set new breakpoint (with line number)
- `w` [print stack trace]: Prints the stack (like what notebook shows during traceback), `u` and `d` commands move up/down the stack
- `q` [quit]: quit
- `h` [help]: help (there are many other commands)

# Jupyter Debugging Support



# Jupyter Debugging Support



How do you test code?

# Testing

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- If statements
- Assert statements
- Unit Testing
- Integration Testing

# Testing via Print/If Statements

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- Can make sure that types or values satisfy expectations
- `if not isinstance(a, str):`  
    `raise Exception("a is not a string")`
- `if 3 < a <= 7:`  
    `raise Exception("a should not be in (3,7]")`
- These may not be something we need to always check during runtime

# Assertions

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- Shortcut for the manual if statements
- Have python throw an exception if a particular condition is not met
- `assert` is a keyword, part of a statement, not a function
- `assert a == 1, "a is not 1"`
- Raises `AssertionError` if the condition is not met, otherwise continues
- Can be caught in an except clause or made to crash the code
- Problem: first failure ends error checks

# Unit Tests

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- "Testing shows the presence, not the absence of bugs", E. Dijkstra
- Want to test many parts of the code
- Try to cover different functions that may or may not be called
- Write functions that test code
- ```
def add(a, b):  
    return a + b + 1  
def test_add():  
    assert add(3, 4) == 7, "add not working"  
def test_operator():  
    assert operator.add(3, 4) == 7, "__add__ not working"
```
- If we just call these in a program, first error stops all testing

# Unit Testing Framework

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- unittest: built in to Python Standard Library
  - nose2: nose tests, was nose, now nose2 (some nicer filtering options)
  - pytest: extra features like restarting tests from last failed test
  - doctest: built-in, allows test specification in docstrings
- 
- With the exception of doctest, the frameworks allow the same specification of tests

# unittest

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- Subclass from `unittest.TestCase`, write `test_*` functions
- Use `assert*` instance functions
- `import unittest`

```
class TestOperators(unittest.TestCase):  
    def test_add(self):  
        self.assertEqual(add(3, 4), 7)  
  
    def test_add_op(self):  
        self.assertEqual(operator.add(3, 4), 7)  
unittest.main(argv=[''], exit=False)
```

# Lots of Assertions

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- `assertEqual/assertNotEqual`: smart about lists/tuples/etc.
- `assertLess/assertGreater/assertLessEqual/assertGreaterEqual`
- `assertAlmostEqual`: allows for floating-point arithmetic errors
- `assertTrue/assertFalse`: check boolean assertions
- `assertIsNone`: check for `None` values
- `assertIn`: check containment
- `assertIsInstance`
- `assertRegex`: check that a regex matches
- `assertRaises`: check that a particular exception is raised