Programming Principles in Python (CSCI 503/490)

Exceptions

Dr. David Koop

Quiz

Question 1

- Which class do all Python classes (indirectly) inherit from?
  (a) `cls`
  (b) `object`
  (c) `abc`
  (d) None of the above

Question 2

- Which of the following lines in a constructor defines an attribute intended to be **protected**?
  (a) `self.__attr = 4`
  (b) `self._attr = 4`
  (c) `self._attr_ = 4`
  (d) `self.attr : protected = 4`

Question 3

- Which decorator is used to define a **setter** for a property **age**?
  (a) `@setter(age)`
  (b) `@property(age)`
  (c) `@age(setter)`
  (d) `@age.setter`

Question 4

- Which method would be called to evaluate `4 * Square(8)`?
  - (a) `Square.__rmul__`
  - (b) `Square.__mul__`
  - (c) `Square.operator*`
  - (d) `Square.operator_*`

Question 5

- Given a class `Car` that is a subclass of `Vehicle`, which code calls the base class constructor that takes two arguments `make` and `model`?
  (a) `super().__init__(make, model)`
  (b) `super.__init__(self, make, model)`
  (c) `super.__init__(make, model)`
  (d) `super().__init__(self, make, model)`

Class and Static Methods

- Use `@classmethod` and `@staticmethod` decorators
- Difference: class methods receive class as argument, static methods do not
- ```
  class Square(Rectangle):
      DEFAULT_SIDE = 10
      …

       @classmethod
       def set_default_side(cls, s):
           cls.DEFAULT_SIDE = s

       @staticmethod
       def set_default_side_static(s):
           Square.DEFAULT_SIDE = s
  ```
  ```

Class and Static Methods

- ```
  class NewSquare(Square):
      DEFAULT_SIDE = 100
  ```
- ```
  NewSquare.set_default_side(200)
  s5 = NewSquare()
  s5.side # 200
  ```
- ```
  NewSquare.set_default_side_static(300)
  s6 = NewSquare()
  s6.side # !!! 200 !!!
  ```
- Why?
  - The static method sets `Square.DEFAULT_SIDE` not the `NewSquare.DEFAULT_SIDE`
  - `self.DEFAULT_SIDE` resolves to `NewSquare.DEFAULT_SIDE`
  ```

Duck Typing

- "If it looks like a duck and quacks like a duck, it must be a duck."
- Python "does not look at an object's type to determine if it has the right interface; instead, the method or attribute is simply called or used"
- ```
  class Rectangle:
      def area(self):
          …
  ```
- ```
  class Circle:
      def area(self):
          …
  ```
- It doesn't matter that they don't have a common base class as long as they respond to the methods/attributes we expect: `shape.area()`

[Python Glossary]

Multiple Inheritance

- Can have a class inherit from two different superclasses
- HybridCar inherits from Car and Hybrid
- Python allows this!
  - `class HybridCar(Car, Hybrid): …`
- Problem: how is `super()` is defined?
  - Diamond Problem
  - Python use the **method resolution order** (MRO) to determine order of calls

Method Resolution Order

- The order in which Python checks classes for a method
- `mro()` is a **class** method
- `Square.mro() # [__main__.Square, __main__.Rectangle, object]`
- Order of base classes matters:
  - ```
    class HybridCar(Car, Hybrid):
        pass
    HybridCar.mro() # [__main__.HybridCar, __main__.Car,
                      __main__.Hybrid, __main__.Vehicle, object]
    ```
  - ```
    class HybridCar(Hybrid, Car):
        pass
    HybridCar.mro() # [__main__.HybridCar, __main__.Hybrid,
                        __main__.Car, __main__.Vehicle, object]
    ```

Assignment 5

- Due Friday
- Same port entry data as A3
- Scripts, modules, packages
- Command-line program

Mixins

- Sometimes, we just want to add a particular method to a bunch of different classes
- For example: `print_as_dict()`
- A mixin class allows us to specify one or more methods and add it as the second
- Caution: Python searches from left to right so a base class should be at the right with mixing

Object-Based Programming

- With Python's libraries, you often don't need to write your own classes. Just
  - Know what libraries are available
  - Know what classes are available
  - Make objects of existing classes
  - Call their methods
- With inheritance and overriding and polymorphism, we have true object-oriented programming (OOP)

[Deitel & Deitel]

What if we just want to store data?

Named Tuples

- Tuples are immutable, but cannot refer to with attribute names, only indexing
- Named tuples add the ability to use dot-notation
- ```
  from collections import namedtuple
  Car = namedtuple('Car', ['make', 'model', 'year', 'color'])
  car1 = Car(make='Toyota', model='Camry', year=2000,
             color="red")
  ```
- Can use kwargs or positional or mix
- `car2 = Car('Ford', 'F150', 2018, 'gray')`
- Access via dot-notation:
  - `car1.make # "Toyota"`
  - `car2.year # 2018`
  ```

SimpleNamespace

- Named tuples do not allow mutation
- SimpleNamespace does allow mutation:
- ```
  from types import SimpleNamespace
  car3 = SimpleNamespace(make='Toyota', model='Camry',
                         year=2000, color="red")
  ```
- `car3.num_doors = 4 # would fail for namedtuple`
- Doesn't enforce any structure, though
  ```

Typing

- Dynamic Typing: variable's type can change (what Python does)
- Static Typing: compiler enforces types, variable types generally don't change
- Duck Typing: check method/attribute existence, not type
- Python is a dynamically-typed language (and plans to remain so)
- …but it has recently added more support for type hinting/annotations that allow **static type checking**
- Type annotations change **nothing** at runtime!

[RealPython, G. A. Hjelle]

Type Annotations

- ```
  def area(width : float, height : float) -> float:
      return width * height
  ```
- colon (`:`) after parameter names, followed by type
- arrow (`->`) after function signature, followed by type (then final colon)
- `area("abc", 3) # runs, returns "abcabcabc"`
- These won't prevent you from running this function with the wrong arguments or returning a value that doesn't satisfy the type annotation
- Extensions for collections allows inner types to be specified:
  - ```
    from typing import List
    names : List[str] = ['Alice', 'Bob']
    ```
- `Any` and `Optional`, too

mypy

- A static type checker for Python that uses the type annotations to check whether types work out
- `$ mypy <script.py>`
  - Writes type errors tagged by the line of code that introduced them
  - Can also reveal the types of variables at various parts of the program
- There is an extension for Jupyter (nb_mypy):
  -

Type Checking in Development Environments

- PyCharm can also use the type hints to do static type checking to alert programmers to potential issues
- Microsoft VS Code Integration using Pyright

Type Checking Pros & Cons

- Pros:
  - Good for documentation
  - Improve IDEs and linters
  - Build and maintain cleaner architecture
- Cons:
  - Takes time and effort!
  - Requires modern Python
  - Some penalty for typing imports (can be alleviated)

[RealPython, G. A. Hjelle]

When to use typing

- No when learning Python
- No for short scripts, snippets in notebooks
- Yes for libraries, especially those used by others
- Yes for larger projects to better understand flow of code

[RealPython, G. A. Hjelle]

Data Classes

- ```
  from dataclasses import dataclass
  @dataclass
  class Rectangle:
      width: float
      height: float
  ```
- `Rectangle(34, 21) # just works!`
- Does a lot of boilerplate tasks
  - Creates basic constructor (`__init__`)
  - Creates `__repr__` method
  - Creates comparison dunder methods (`==, !=, <, >, <=, >=`)
  ```

Data Classes

- Requires type annotations, but just like other type annotations, they **are not checked** at runtime!
- `Rectangle("abc", "def") # no error!`
- Use `mypy` to check typing
- If typing is not important, use `typing.Any` for types
- ```
  from typing import Any
  from dataclasses import dataclass
  @dataclass
  class Rectangle:
      width: Any
      height: Any
  ```
  ```

Data Classes

- Can add methods as normal
-
```
from dataclasses import dataclass
@dataclass
class Rectangle:
    width: float
    height: float

    def area(self):
        return self.width * self.height
```
- Supports factory methods for more complicated inits
- `__post_init__` method for extra processing after `__init__`

Exceptions

Dealing with Errors

- 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

- 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

- 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

Try-Except

- If an error occurs while executing the body, Python looks for an except clause with a matching error type. If one is found, the handler code is executed.
- ```
  try:
      c = a / b
  except ZeroDivisionError:
      c = 0
  ```
- Without the except clause (or one that doesn't match), the code **crashes**
  ```

Exception Hierarchy

- Python's `BaseException` class is the base class for all exceptions
- Four primary subclasses:
  - `SystemExit`: just terminates program execution
  - `KeyboardInterrupt`: occurs when user types Crl+C or selects Interrupt Kernel in Jupyter
  - `GeneratorExit`: generator done producing values
  - `Exception`: most exceptions subclass from this!
    - `ZeroDivisionError`, `NameError`, `ValueError`, `IndexError`
    - Most exception handling is done for these exceptions

Exception Hierarchy

- Except clauses match when error is an instance of specified exception class
- Remember `isinstance` matches objects of subclasses!
-
```
try:
    c = a / b
except Exception:
    c = 0
```
- Can also have a **bare** except clause (matches any exception!)
-
```
try:
    c, d = a / b
except:
    c, d = 0, 0
```
- **…but DON'T do this!**

Exception Granularity

- 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

- Generally, want try statement to be specific to a part of the code
- ```
  try:
      with open('missing-file.dat') as f:
          lines = f.readlines()
      with open('output-file.dat', 'w') as fout:
          fout.write("Testing")
  except OSError:
      print("An error occurred processing files.")
  ```
- We don't know whether reading failed or writing failed
- Maybe that is ok, but having multiple try-except clauses might help

[Deitel & Deitel]
  ```

Exception Locality

- ```
  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

- May also be able to address with **multiple** except clauses:
-
```
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 PermissionError:
    print(f"Cannot write to {out_fname}")
```
- However, other OSError problems (disk full, etc.) won't be caught

Multiple Except Clauses

- 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")
  ```
  ```

Multiple Except Clauses

- 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 OSError:
      print("An error occurred processing files")
  except FileNotFoundError:
      print(f"File {fname} does not exist")
  ```
  ```

Multiple Except Clauses

- 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 OSError:
      print("An error occurred processing files")
  except FileNotFoundError:
      print(f"File {fname} does not exist")
  ```
  ```

Bare Except

- The bare except clause acts as a catch-all (elif any other exception)
- ```
  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")
  except:
      print("Any other error goes here")
  ```
  ```