

# Programming Principles in Python (CSCI 503/490)

---

Debugging & Testing

Dr. David Koop

# Type Annotations

---

- `def area(width : float, height : float) -> float:`  
 `return width * height`
- Type annotations **do not** affect runtime behavior!
  - `area("abc", 3)` # runs, returns `"abcabcabc"`
- Can also specify types for variables including nested data structures
  - `from typing import List`  
`names : List[str] = ['Alice', 'Bob']`
- Tools like `ty` & `mypy` can be used to do static type checking
- Pros & Cons:
  - Good for libraries, help to specify APIs and improve
  - Take additional time, not generally used for scripts

# Dataclasses

---

- `namedtuple` and `SimpleNamespace` store data with dot access (`.field`)
- Dataclasses simply boilerplate tasks (constructor, repr, comparison methods)
- Specify type annotations on class attributes, decorator creates class
- Example:
  - ```
from dataclasses import dataclass
@dataclass
class Rectangle:
    width: float
    height: float
Rectangle(34, 21) # just works!
```

# Advantages of Exceptions

---

- Separate error-handling code from "regular" code
  - Too many potential errors to check
  - Don't have to check even possible error in the code
- Programmer decides when to handle the exceptions
  - Allows propagation of errors up the call stack
  - Errors can be grouped and differentiated

# 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

# 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

# Assignment 5

---

- Due today
- Same Senate stock trading data as A3
- Scripts, modules, packages
- Command-line program

# Assignment 6

---

- Object-oriented programming
- To be released soon

# Test 2

---

- Wednesday, April 1, 9:30-10:45am, PM 203
- Emphasis on material covered since Test 1 (including string processing)
- Same Format:
  - Multiple Choice
  - Free Response
  - CSCI 503 Students will have an extra double-page

# 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")
```

# Handling Multiple Exceptions at Once

---

- 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

---

- 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)
```

# Else Clause

---

- 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

---

- 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

---

- 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

---

- 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

---

- 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

---

- 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

---

- 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

---

- 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

# Python 3.11: Fine-Grained Error Locations

---

- Code is faster (10-60% faster than 3.10, 25% average on benchmark)
- Debugging: Errors can show more specific locations
- Old Error:
  - Traceback (most recent call last):  
File "distance.py", line 11, in <module>  
print(manhattan\_distance(p1, p2))  
File "distance.py", line 6, in manhattan\_distance  
return abs(pt\_1.x - pt\_2.x) + abs(pt\_1.y - pt\_2.y)  
AttributeError: 'NoneType' object has no attribute 'x'

# Python 3.11: Fine-Grained Error Locations

---

- New Error:

- Traceback (most recent call last):

- File "distance.py", line 11, in <module>

- print(manhattan\_distance(p1, p2))

- ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

- File "distance.py", line 6, in manhattan\_distance

- return abs(pt\_1.x - pt\_2.x) + abs(pt\_1.y - pt\_2.y)

- ^^^^^^

- AttributeError: 'NoneType' object has no attribute 'x'

# Python 3.11: Fine-Grained Error Locations

---

- Traceback (most recent call last):  
File "query.py", line 37, in <module>  
    magic\_arithmetic('foo')  
File "query.py", line 18, in magic\_arithmetic  
    return add\_counts(x) / 25  
            ^^^^^^^^^^^^  
  
File "query.py", line 24, in add\_counts  
    return 25 + query\_user(user1) + query\_user(user2)  
                    ^^^^^^^^^^^^^^^^^^^^  
  
File "query.py", line 32, in query\_user  
    return count(db, response['a']['b']['c']['user'])  
                                                            ^^^^^^  
  
TypeError: 'NoneType' object is not subscriptable

How do you debug code?

# Debugging

---

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

# Print Statements

---

- 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

---

- 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

---

- 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)

---

- 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

---

- 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

The screenshot displays the JupyterLab interface for a file named 'addition.ipynb'. The main editor area contains three code cells:

```
[ ]: 1 def add(a, b):  
      2     res = a + b  
      3     return res
```

```
[ ]: 1 res = add(1, 2)  
      2 res += 1  
      3 res
```

```
[ ]: 1
```

The right sidebar features several debugging-related panels:

- VARIABLES**: A panel for viewing current variables, currently empty.
- CALLSTACK**: A panel for viewing the call stack, currently empty.
- BREAKPOINTS**: A panel for managing breakpoints, currently empty.
- SOURCE**: A panel for viewing the source code of the current function, currently empty.

The status bar at the bottom indicates 'Saving completed' and 'Mode: Command'. The current cursor position is 'Ln 1, Col 14' in 'addition.ipynb'.

# Jupyter Debugging Support

The screenshot displays the JupyterLab interface for a file named 'addition.ipynb'. The main editor area contains three code cells:

```
[ ]: 1 def add(a, b):  
      2     res = a + b  
      3     return res
```

```
[ ]: 1 res = add(1, 2)  
      2 res += 1  
      3 res
```

```
[ ]: 1
```

The right sidebar features several debugging panels:

- VARIABLES**: A panel for viewing current variables, currently empty.
- CALLSTACK**: A panel for viewing the call stack, currently empty.
- BREAKPOINTS**: A panel for managing breakpoints, currently empty.
- SOURCE**: A panel for viewing the source code of the current function, currently empty.

The status bar at the bottom indicates 'Saving completed', 'Mode: Command', and the current cursor position 'Ln 1, Col 14' in 'addition.ipynb'.