

Exceptions, Assertions

6.100 LECTURE 20

SPRING 2026

Announcements

- Pset 5 checkoff due next Tue 4/21
 - CPW this weekend, next Monday is holiday
- Pset 6 due next Fri 4/24

Debugging

Social debugging

- Find someone to talk to
 - explain what you're trying to do
 - explain the bug you see
 - explain why you're stuck
- If no one is available, talk to yourself
- If you don't like talking to yourself, talk to a rubber duck

Make the code run

- lec_pre_1
 - no returns needed in **edit_score()** and **add_score()**
- lec_pre_2
 - indexing into score lists should use assignment number minus 1
- lec_pre_3
 - use constant variables to avoid misspelling str labels
- lec_pre_4
 - use the correct user/kerb strings (harder to protect against)

Fix results that don't make sense

- lec_pre_5
 - scores and weights need to have equal length
- lec_pre_6
 - valid scores to add/edit should be between 0 and 10
- lec_pre_7
 - also check valid assignment numbers, valid user strings
 - wrap checks in a **check_valid()** helper function
- lec_pre_8
 - avoid aliasing when copying records
 - avoid exposing dict structure to user, properly manage in a **copy_record()** function

Exceptions

Raise exceptions and catch/handle them

- lec_1
 - rather than just returning **False** from **check_valid()**, would like to signal when something isn't right
 - raise **ValueError()** for bad user/kerb
 - causes program to crash: execution stops and unwinds all the frames, including the global frame
- lec_2
 - catch and handle the error in **review_scores()**
 - **try** block enables exception catching
 - **except** block catches/"absorbs" the **ValueError** and runs its body
 - "fail gracefully" when trying to edit score for nonexistent user "**vibegirl**"

Convert boolean returns to raised exceptions

- lec_3
 - **copy_record()** calls **check_valid()**, can take advantage of errors raised by **check_valid()**
 - want **check_valid()** on **old_user** to not fail
 - but want **check_valid()** on **new_user** to actually fail
 - if it doesn't, use an **else** block to raise a new **ValueError()**
 - in **review_scores()**, second attempt to **copy_record()** will fail
- lec_4
 - **check_valid()** can also raise **ValueError()**s for invalid assignment numbers or scores
 - in **review_scores()**, attempts to edit Tony's ("**richboi**") scores in will fail and be caught

Use exceptions raised by built-in operations

- lec_5
 - Python's built-in operations already take advantage of exceptions
 - can catch **KeyError** to detect nonexistent user in scorebook dict
 - “ask for forgiveness” vs “ask for permission” philosophy
- lec_6 and lec_7
 - catch **IndexError** to detect bad assignment number
 - catch **TypeError** to detect non-numeric scores
 - sometimes the extra complexity of exception handling might not be worth it
- lec_8
 - clean up **review_scores()** by moving **try-excepts** to within operations **get_score()**, **add_score()**, **edit_score()**

Assertions

Check program safety throughout

- lec_9
 - **weighted_average()** could raise an exception if provided scores and weights with inconsistent lengths
 - but it's such a "low-level" function that there's no good reason it should ever be passed bad input
 - **assert** statements do nothing if condition is **True**, but raise an **AssertionError** if **False**
 - assertions are meant to verify that program state along the way still makes sense
 - Python uses the exception mechanism for when assertions fail, but you should never catch an **AssertionError**

Using exceptions vs assertions

- lec_10
 - what if **weighted_average()** receives empty scores/weights?
 - this could be interpreted as no submitted assignments yet, and not a bad input
 - thus, should return a default value (**0**) rather than raising **AssertionError**
 - good opportunity to catch **ZeroDivisionError**
- lec_11
 - another **assert** opportunity: make sure **category** string actually obeys the **PSETS/EXAMS** convention we set for ourselves

Next time

- **Today's** takeaway
 - **exceptions** are a mechanism to signal failure
 - they cause the stack frames to unwind until a **try-except** block catches and handles it
 - many ways to use them, the additional complexity may not always be worth it
 - be clear on their rules of the mechanism
 - use **assertions** liberally throughout your code to catch bugs early
- No class next **Monday**
- Next **Wednesday**
 - extend classes with **inheritance**
 - **Pset 7** will exercise