Course: Python Programming 2 I Module: Functions and Exceptions



Lesson 1.5: Exceptions

https://codehs.com/course/21079/lesson/1.5

Description	In this lesson, students explore Python's way of handling errors with exceptions.
Objective	Students will be able to: create programs that can gracefully handle exceptions continue to function when an error is raised
Activities	1.5.1 Video: Exceptions 1.5.2 Check for Understanding: Exceptions 1.5.3 Example: Enter a Number 1.5.4 Example: Enter Name and Age 1.5.5 Exercise: Temperature Converter, Part 2 1.5.6 Exercise: Enter a Positive Number
Prior Knowledge	FunctionsParametersReturn Values
Planning Notes	This lesson contains an accompanying worksheet. Determine if and how this worksheet will be used and print the necessary number of copies.
Standards Addressed	
Teaching and Learning Strategies	 Lesson Opener: Have students brainstorm and write down answers to the discussion questions listed below. Students can work individually or in groups/pairs. Have them share their responses. [5 mins] Activities: Watch video as a class or individually and have students complete the quiz. [7-9 mins] Students explore the Enter a Number example. [2-3 mins] Optional Extension: Try entering the following values. What do you expect to happen and what is the result? 2 (Program displays number) -4 (Program displays number) 15 (Program displays message telling user they did not enter an integer) hi (Program displays message telling user they did not enter an integer) Students explore the Enter Name and Age example. [2-3 mins] Optional Challenge: Alter the program so that the user is continually asked for their age until they enter a valid value. Students complete the Divisibility, Part 2 exercise individually. [3-5 mins] Students complete the Temperature Converter, Part 2 exercise individually. [5-7 mins] Students complete the Enter a Positive Number exercise individually. [5-7 mins]

• Students complete the Errors in Python handout individually or in pairs or for homework, as time permits. [7-15 mins]

Lesson Closer:

 Have students reflect and discuss their responses to the end of class discussion questions. [5 mins]

Beginning of Class:

Have students work in their Sandbox to develop some basic programs, such as:

- Ask the user for an integer and add 1 to that number. Print the total.
 - o Instruct students to enter 1, .5 -1, and 'hi' as user input. What happens when they try these inputs?
 - They should notice that .5 and 'hi' cannot be converted to an 'int'. Have them note the type of error they receive (ValueError here).
- Ask the user for an integer and divide 10 by that value.
 - o Instruct students to enter 1, .5 -1, 0, and 'hi' as user input. What happens when they try these inputs?
 - They should notice that .5 and 'hi' cannot be converted to an 'int', throwing 'ValueError's. They should also note that an input of 0 throws a 'ZeroDivisionError'.

actually controlling a space shuttle, and a simple math mistake (like accidentally dividing by zero) caused our whole program to crash?

Discussion Questions

End of Class:

- What types of errors have we seen so far? When do they occur?
 - ZeroDivisionError: occurs when attempting to divide a value by zero, ValueError: occurs when the program expects one value type and another is

When these programs fail, discuss the implications with students: What if our program was

- Why is it bad to let our entire program crash?
 - If our program crashes, the user will never be able to get to the expected output. We'd much rather have a way around the error so the user can be given a second (or third) chance to enter the needed information in the correct format.
- What are some examples of error handling in real life? (A great example here is what happens when your GPS tells you to turn down a street that is closed for construction: Does the car stop working, or can the driver catch this error and work around it?)
 - Expecting to take the elevator and encountering a sign that says 'Elevator out of service' so instead, you take the stairs, etc. (Answers may vary.)

Learners

Resources/Handouts

Errors in Python (teacher)

Errors in Python (student)

Exceptions Examples Exploration (teacher)

Exceptions Examples Exploration (student)

Vocabulary

Term	Definition	
Modification: Advanced	Modification: Special Education	Modification: English Language

- Pair programming with another student
- Print out video slides for students to reference
- Print out video slides and have students use dictionary to translate unknown vocabulary
- unknown vocabulary
 Pair programming with another student