

## 12. Odds and Ends

### Topics:

`floor`, `ceil`, `round`, `int`  
 a fact about string slicing  
 more on `in`  
 other ways of terminating a loop  
`type`  
`try-except`  
`assert`

`floor`, `ceil`, `round`, `int`

`math.floor`, `math.ceil`,  
`round`, `int`

Let's look at what these functions do and the type of the value that they return.

`math.floor`, `math.ceil`,  
`round`, `int`

<code>x</code>	<code>math.floor(x)</code>	<code>math.ceil(x)</code>	<code>round(x)</code>	<code>int(x)</code>
2.9	2.0	3.0	3.0	2
2.2	2.0	3.0	2.0	2
2	2.0	2.0	2.0	2
2.5	2.0	3.0	3.0	2
-3.9	-4.0	-3.0	-4.0	-3
-3.2	-4.0	-3.0	-3.0	-3

`math.floor`, `math.ceil`,  
`round`, `int`

These functions all return values of type float:

`math.floor(x)`      largest integer  $\leq x$   
`math.ceil(x)`      smallest integer  $\geq x$   
`round(x)`          nearest integer to  $x$

This function returns a value of type int:

`int(x)`              round towards 0

String Slicing

## When String Slicing Goes "Beyond the End"

First, requesting a character from a position that doesn't exist results in an error:

```
s = 'abcdef'
t = s[10]
IndexError: string index out of range
```

## When String Slicing Goes "Beyond the End"

On the other hand, requesting a slice that goes beyond the end of the "source string" is OK:

```

0 1 2 3 4 5 6 7 8 9
s = 'abcdef'
t = s[4:10]
print t
'ef'
```

## More on in

## A Handy Boolean Device

If `s1` and `s2` are strings, then

```
s1 in s2
```

is a boolean-valued expression.

**True** if there is an instance of `s1` in `s2`.

**False** if there is NOT an instance of `s1` in `s2`.

## in versus find

These are equivalent:

```
x = s1 in s2
```

```
x = s2.find(s1) >= 0
```

## Type Checking With `isinstance`

## How isinstance Works

It is a boolean-valued function with two arguments.

`isinstance(x, int)`

True if variable x houses an int value  
Otherwise, False

`isinstance(x, float)`

True if variable x houses a float value  
Otherwise, False

`isinstance(x, str)`

True if variable x houses a string value  
Otherwise, False

## Using isinstance

Guard against the user passing a string to sqrt:

```
def sqrt(x):
    if isinstance(x, str):
        print 'x must be type int or float'
        return
    L = x
    while abs(L - x/L) >= 10**-12:
        L = (L + x/L) / 2
    return L
```

## Loop-Body Returns

## Loop-Body Returns

Another way to terminate a loop.

Uses the fact that in a function, control is passed back to the calling program as soon as a return statement is encountered.

## A Problem

Write a function

`MyFind(char, s)`

that returns True if character char is in string s and returns False otherwise.

## Typical While-Loop Solution

```
def MyFind(char, s):
    k = 0
    while k < len(s) and char != s[k]:
        k = k + 1
    if k == len(s):
        return False
    else:
        return True
```

When the loop ends, if `k==len(s)` is True, then we never found an instance of char.

## While-Loop Solution with a Loop-Body Return

```
def MyFind(char,s):
    k = 0
    while k<len(s):
        if s[k]==char:
            return True
        k = k+1
    return False
```

The function "jumps out of the loop" and returns True should it encounter an instance of char. If the loop runs to completion, that means there is no instance of char.

## For Loop Solution with a Loop Body return

```
def MyFind(char,s):
    for k in range(len(s)):
        if s[k]==char:
            return True
    return False
```

The function "jumps out of the loop" and returns True should it encounter an instance of char. If the loop runs to completion, that means there is no instance of char.

## Another For Loop Solution with a Loop Body return

```
def MyFind(char,s):
    for c in s:
        if c==char:
            return True
    return False
```

The function "jumps out of the loop" and returns True should it encounter an instance of char. If the loop runs to completion, that means there is no instance of char.

**break**

**break**

Another way to terminate a loop

But it must be used with care for style reasons.

## How break Works

As soon as a break statement is executed inside a loop body, the loop ends and the next statement after the body is executed.

## Example

Compute the smallest  $N$  so that  $N! > 10$

```
fact = 1
for N in range(1,10000):
    fact = fact*N
    if fact>10:
        print N
        break
print fact
```

Loop range  
big enough  
to ensure  
we will get  
a large  
enough  
factorial

Recall that  $5! = 1 \times 2 \times 3 \times 4 \times 5$

## Example

Print the smallest  $N$  so that  $N! > 10$

```
fact = 1
for N in range(1,10000):
    fact = fact*N
    if fact>10:
        print N
        break
print fact
```

Bad Style! Have to guess a suitable for-loop range.

## While Loop Solution

Compute the smallest  $N$  so that  $N! > 10$

```
fact = 1
N = 1
# fact = N!
while fact <= 10:
    N = N+1
    fact = fact*N
print fact
```

## A Good Example of break Usage

Consider the following problem.

A user enters an integer  $N$  from the keyboard and Python is to display the value of  $N!$

Recall:  $5! = 1 \times 2 \times 3 \times 4 \times 5 = 120$

Use `math.factorial(N)`

## A Good Example of break Usage

Possible issue.

When we use `math.factorial(N)`, the value of  $N$  must be nonnegative.

What if the user inputs -5?

Would like to say, "try again"

## A Good Example of break Usage

```
while True:
    N = raw_input('Enter pos int: ')
    N = int(N)
    if N >= 0:
        break
    else:
        print 'N must be nonnegative'
print math.factorial(N)
```

Keep iterating until a nonnegative int is obtained

## Another Issue

If the user doesn't enter a string of digits then the int statement will crash the program:

```
N = raw_input('Enter pos int: ')
N = int(N)
```

This brings up the challenge of "exceptions" and "exception handling."

## A ValueError Exception

```
>>> int('12F')
ValueError: invalid literal for int()
with base 10: '12F'
```

Exception a.k.a. run time error

## Challenge

Is there a way we can keep soliciting keyboard input until the user enters a string of numbers?

Don't want the program to terminate because of a ValueError.

## The Try-except Construction

A graceful way to handle exceptions

## Example Showing Try-Except

```
from math import factorial

while True:
    n = raw_input('Enter an integer: ')
    try:
        n = int(n)
        break
    except ValueError:
        print 'Invalid input. Try again.'

m = factorial(n)
print m
```

## How It Works

```
from math import factorial

while True:
    n = raw_input('Enter an integer: ')
    try:
        n = int(n)
        break
    except ValueError:
        print 'Invalid input. Try again.'

print factorial(n)
```

If int(n) in the green block triggers a ValueError exception, then control passes to the cyan block. A message is printed and the loop continues

## How It Works

```
from math import factorial

while True:
    n = raw_input('Enter an integer: ')
    try:
        n = int(n)
        break
    except ValueError:
        print 'Invalid input. Try again.'

print factorial(n)
```

If `int(n)` does not trigger a `ValueError` exception, then the `break` is executed and the loop is over and control passes to the `print factorial(n)` line

## Note on Exceptions

The try-except block in the previous example was "looking for" `ValueError` exceptions

```
t = int('12F')
ValueError: invalid literal for int() with
base 10: '123F'
```

Python has a collection of exceptions and they all have names.

## Examples of Exceptions

```
t = s[10]
IndexError: string index out of range

import simpleGraphics
ImportError: No module named simpleGraphics

x = y+1
NameError: name 'y' is not defined

s = s1/s2
TypeError: unsupported operand type(s) for /:
'str' and 'str'
```

## Try-Except Construction

```
try:
```

Code that may generate a particular exception

```
except Name of Exception :
```

Code to execute if the particular exception is found

## Assertions

A graceful way to check that your program is doing what it should be doing

## Assert

A handy debugging tool .

Used to check that things are "ok" at a particular point during execution.

Typical:

1. At the start of a function body, are the preconditions satisfied?
2. At the end of the function body, is the value returned the right type?

## Assertions: How They Work

```
assert B,S
```

If boolean expression B is not true, then string S is printed and an exception is generated.

## Checking Precondition

```
def sqrt(x):  
    assert x>0, 'must have x>0'  
    L=float(x);  
    W=1.0  
    while abs(L-W)/L > 10**-12:  
        L = (L+W)/2  
        W = x/L  
    return L
```