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
Let's look at what these functions do and the type of the value that they return.
**math.floor, math.ceil, round, int**

<table>
<thead>
<tr>
<th>x</th>
<th>math.floor(x)</th>
<th>math.ceil(x)</th>
<th>round(x)</th>
<th>int(x)</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.9</td>
<td>2.0</td>
<td>3.0</td>
<td>3.0</td>
<td>2</td>
</tr>
<tr>
<td>2.2</td>
<td>2.0</td>
<td>3.0</td>
<td>2.0</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>2.0</td>
<td>2.0</td>
<td>2.0</td>
<td>2</td>
</tr>
<tr>
<td>2.5</td>
<td>2.0</td>
<td>3.0</td>
<td>3.0</td>
<td>2</td>
</tr>
<tr>
<td>-3.9</td>
<td>-4.0</td>
<td>-3.0</td>
<td>-4.0</td>
<td>-3</td>
</tr>
<tr>
<td>-3.2</td>
<td>-4.0</td>
<td>-3.0</td>
<td>-3.0</td>
<td>-3</td>
</tr>
</tbody>
</table>
math.floor, math.ceil, round, int

These functions all return values of type float:

\[
\begin{align*}
\text{math.floor}(x) & \quad \text{largest integer } \leq x \\
\text{math.ceil}(x) & \quad \text{smallest integer } \geq x \\
\text{round}(x) & \quad \text{nearest integer to } x
\end{align*}
\]

This function returns a value of type int:

\[
\begin{align*}
\text{int}(x) & \quad \text{round towards 0}
\end{align*}
\]
String Slicing
When String Slicing Goes “Beyond the End”

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

```python
s = 'abcdef'
t = s[10]
IndexError: string index out of range
```
On the other hand, requesting a slice that goes beyond the end of the “source string” is OK:

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

Output:
```
'ef'
```
More on in
A Handy Boolean Device

If \( s_1 \) and \( s_2 \) are strings, then

\[ s_1 \text{ in } s_2 \]

is a boolean-valued expression.

True if there is an instance of \( s_1 \) in \( s_2 \).

False if there is NOT an instance of \( s_1 \) in \( s_2 \).
**in versus find**

These are equivalent:

\[
x = s1 \text{ in } s2
\]

\[
x = s2.\text{find}(s1) \geq 0
\]
Type Checking With `isinstance`
How `isinstance` Works

It is a boolean-valued function with two arguments.

```python
isinstance(x, int)
    True if variable x houses an int value
    Otherwise, False
```

```python
isinstance(x, float)
    True if variable x houses a float value
    Otherwise, False
```

```python
isinstance(x, str)
    True if variable x houses a string value
    Otherwise, False
```
Using `isinstance`

Guard against the user passing a string to `sqrt`:

```python
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.
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 \( k == \text{len}(s) \) is True, then we never found an instance of char.
While-Loop Solution with a Loop-Body Return

```python
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.
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

```python
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
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 $N! > 10$

```python
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 \( N! > 10 \)

```python
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 $N! > 10$

```python
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:

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

This brings up the challenge of “exceptions” and “exception handling.”
A ValueError Exception

```python
>>> 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
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
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.
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.

```python
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.
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