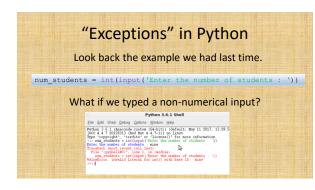


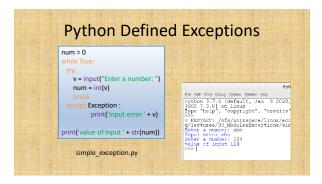
## **Design Exercise**

- Take out your computer
- Write the code for class Vehicle and its subclasses Car and Truck in a file named vehicle.py
- Write the code in a separate file named vehicle\_app.py for testing the Vehicle class that creates a few Car and Truck objects and prints their information.

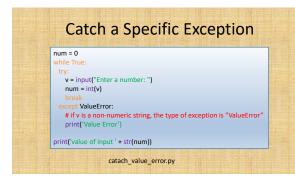


## When "Exception" Happens

- Python will complain and stop execution of the program
- What if we want to handle the case(s) ourselves so we can control the program execution?
- In the example above, we'd like to ask the user to try again if the input is wrong.
- For example, we want the user to input a numerical value, we can also require a specific value range!



#### 



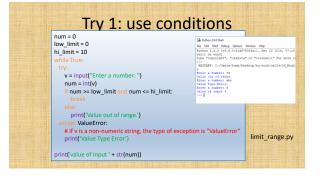
### **User Defined Exceptions**

- In the above example, we used Python defined *Exception* or *ValueError* exception.
- There are many pre-defined exceptions

   https://docs.python.org/3/library/exceptions.html
- There are occasions in which the programmers want their own exceptions.
- For example, we want to control the range of input, in addition to the type being int.

# Try 1: use conditions

 Get out your computer, write a Python program segment based on the program in the previous example to enforce the range of input values. Let's try to use conditions first.





Use the exception you defined		
	<pre>while True :     try:     value = input('Type something : ')     if value == 'exit':         break     elif value == 'wrong':         raise UserException     except UserException as ex:     print('Try again type ' + type(ex     print('Exception name : ' + str(ex     } }</pre>	

# **Your Exercise**

- Define a Python exception class in a separate file named "value\_exception.py" to handle the cases when a value is out of range.
- Use the exception class to enforce that a user must type in an integer in a given range.
- Use the user-defined exception in a program "limit\_range.py"