## **Python Try Except**

The try block lets you test a block of code for errors.

The except block lets you handle the error.

The finally block lets you execute code, regardless of the result of the try- and except blocks.

## **Exception Handling**

When an error occurs, or exception as we call it, Python will normally stop and generate an error message.

These exceptions can be handled using the try statement:

The try block will generate an exception, because x is not defined:

```
try:
    print(x)
except:
    print("An exception occurred")
Output: An exception occurred
```

Since the try block raises an error, the except block will be executed.

Without the try block, the program will crash and raise an error:

This statement will raise an error, because x is not defined:

```
print(x)
```

Output: NameError: name 'x' is not defined

## **Many Exceptions**

You can define as many exception blocks as you want, e.g. if you want to execute a special block of code for a special kind of error:

Print one message if the try block raises a NameError and another for other errors:

```
try:
    print(x)
except NameError:
    print("Variable x is not defined")
except:
    print("Something else went wrong")
Output: Variable x is not defined

Else
```

You can use the else keyword to define a block of code to be executed if no errors were raised:

In this example, the try block does not generate any error:

```
try:
    print("Hello")
except:
    print("Something went wrong")
else:
    print("Nothing went wrong")
Output:
Hello
Nothing went wrong
```

## **Finally**

The finally block, if specified, will be executed regardless if the try block raises an error or not.

```
try:
  print(x)
except:
  print("Something went wrong")
finally:
  print("The 'try except' is finished")
Output:
Something went wrong
The 'try except' is finished
This can be useful to close objects and clean up resources:
Try to open and write to a file that is not writable:
try:
  f = open("demofile.txt")
  f.write("Lorum Ipsum")
except:
  print("Something went wrong when writing to the file")
finally:
  f.close()
# The program can continue, without leaving the file object open.
Output: Something went wrong when writing to the file
```