



F6.1 Defensive design and validation

Robust programs · GCSE · OCR J277 2.3.1, AQA 8525 3.2.11, Edexcel 1CP2
3.2.3 · about 15 min

What this lesson is about

Anticipating misuse; presence, type, range, length, format and look-up checks.

- What goes wrong without it
- The validation checks
- Checking in order
- Asking until it is valid
- Length, format and look-up
- Anticipating misuse

Questions

6 marks in all

1. Which validation check makes sure something was entered at all?

[1 mark]

- ☐ A Presence check
- ☐ B Range check
- ☐ C Length check
- ☐ D Format check

Answer: A. A presence check rejects an empty answer.

2. A distance must be from 1 to 50. Which check is that?

[1 mark]

- ☐ A Range check
- ☐ B Presence check
- ☐ C Look-up check
- ☐ D Type check

Answer: A. A range check tests a value is between limits.

3. What does this program print?

[1 mark]

```
for answer in ["30", "", "lots", "-5"]:  
    print(answer.isdigit())
```

Answer:

```
True  
False  
False  
False
```

isdigit is True only when every character is a digit, and False for an empty string.

4. Why check the type of an answer before its range?

[1 mark]

- ☐ A Converting text that is not a number to int would crash
- ☐ B Range checks are slower
- ☐ C Type checks are required first by Python
- ☐ D It makes no difference

Answer: A. `int("lots")` raises a `ValueError`, so check it is a number first.

5. A user types 30 when they meant 20, and the range is 1 to 50. What does validation do?

[1 mark]

- ☐ A Accepts it: validation checks data is sensible, not correct
- ☐ B Rejects it
- ☐ C Changes it to 20
- ☐ D Asks them to type it twice

Answer: A. Validation cannot know what the user meant; it only rejects impossible values.

6. Checking a colour is one of red, green or blue is which check?

[1 mark]

- ☐ A Look-up check
- ☐ B Length check
- ☐ C Range check
- ☐ D Presence check

Answer: A. A look-up check compares the input with a list of allowed values.

The task: a validated drive

Write a program that asks `How far, 1 to 50 cm?` until the answer is valid, then drives that far forward. For an empty answer print `you must type something`; for one that is not a whole number print `that is not a whole number`; for a number out of range print `it must be between 1 and 50`. The task types an empty answer, then `fifty`, then `500`, then `30`.

```
# the two lines every program starts with: the commands, then the robot
from bugbot import *
connect()

far = int(input("How far, 1 to 50 cm? "))
forward(60, distance=far)
```

The hint students can ask for: Keep asking until the answer passes every check, and test the checks in order: is there anything there, is it a number, is it in range. Each failure has its own message.

A solution

```
from bugbot import *
connect()
def ask_distance():
    while True:
        answer = input("How far, 1 to 50 cm? ")
        if answer == "":
            print("you must type something")
        elif not answer.isdigit():
            print("that is not a whole number")
        elif not 1 <= int(answer) <= 50:
            print("it must be between 1 and 50")
        else:
            return int(answer)

far = ask_distance()
forward(60, distance=far)
```

Any program that meets the task's checks is marked correct in the simulator; this is one way, not the only way.