

# Python Bootcamp 3 Part 2

## Dictionaries and Files

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# Dictionary

a collection of {key: value} pairs

dictionaries are indexed by keys (strings and numbers)

Compound data type - allow us to work with multiple items at once

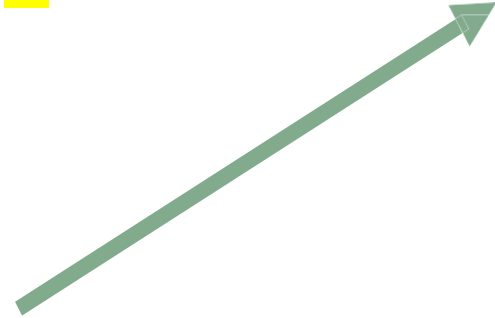
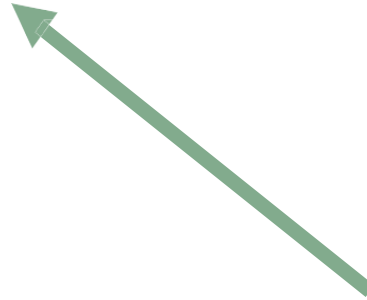
**Values** in a dictionary can be of any data type and can be duplicated, whereas **keys** can't be repeated and must be *immutable (string, number)*.

# Dictionary syntax

```
age_dict = {"Jo": 60, "Rae": 68, "Tom": 65}
```

common shorthand  
for dictionary

curly brackets



# Dictionary syntax

```
age_dict = {"Jo": 60, "Rae": 68, "Tom": 65}
```

**key**   **colon**   **value**

```
age_dict = {"Jo": 60,  
            "Rae": 68,  
            "Tom": 65}
```

← *Can be written like this for clarity.*

# Dictionary syntax

A dictionary can also be created by the built-in function `dict()`.

```
Dict = dict({1: 'PolyU', 2: 'For', 3: 'CityU'})
```

## Nested Dictionaries

```
Dict = {1: 'PolyU', 2: 'AF',  
        3: {'A': 'Welcome', 'B': 'To', 'C': 'AF3214'}}
```

Nested keys

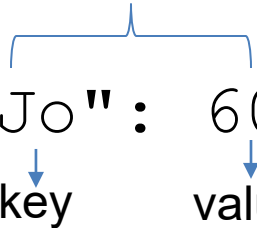


# Dictionary examples

Item 1

```
age_dict = {"Jo": 60, "Rae": 68, "Tom": 65}
```

key value



```
person = {"height": 65, "eyes": "hazel",  
          "hair": "gray", "age": 75}
```

Put {key:value} pairs together inside curly brackets and separated by comma

# Dictionary examples

A dictionary with values as a list

```
results = {"test1": [3.4, 0.2, 1.4, 2.2, 8.0],  
           "test2": [0.9, 3.4, 2.5, 4.7, 2.6],  
           "test3": [4.9, 2.4, 0.4, 8.4, 2.5]}
```

Creating dictionary which contains lists.

To access the items in the list: `dictionary_name[key][index]`

e.g., `results["test1"][3]` **or**

`results.get("test1")[3]` for extracting 2.2

# Dictionary Methods

A list of in-built dictionary functions with their description.

Method	Description
<code>dict.clear()</code>	Remove all the elements from the dictionary
<code>dict.copy()</code>	Returns a copy of the dictionary
<code>dict.get(key, default = "None")</code>	Returns the value of specified key
<code>dict.items()</code>	Returns a list containing a tuple for each key value pair
<code>dict.keys()</code>	Returns a list containing dictionary's keys
<code>dict.update(dict2)</code>	Updates dictionary with specified key-value pairs
<code>dict.values()</code>	Returns a list of all the values of dictionary
<code>pop()</code>	Remove the element with specified key
<code>popItem()</code>	Removes the last inserted key-value pair
<code>dict.setdefault(key, default= "None")</code>	Set the key to the default value if the key is not specified in the dictionary
<code>dict.has_key(key)</code>	Returns true if the dictionary contains the specified key.
<code>dict.get(key, default = "None")</code>	Used to get the value specified for the passed key.





# Working with files

# Opening files

Original (rarely use)

```
f = open("my_file.txt", "r")  
do something with file  
f.close()
```

*This leaves the file needlessly  
open, which takes up memory*

# Opening files

Original (rarely use)

```
f = open("my_file.txt", "r")  
do something with file  
f.close()
```

*This leaves the file needlessly open, which takes up memory*

changes in files do not go into effect until the file is properly closed

'with/as' statement (almost always use)

```
with open("my_file.txt", "r") as f:  
    save file as something else  
    or save part of file
```

*File automatically closes when you exit the indentation*

# Opening files syntax

```
with open("my_file.txt", "r") as f:
```

```
    save file as something else
```

```
    or save part of file
```


*File automatically closes when you exit the indentation*

# Opening files syntax

```
with open("my_file.txt", "r") as f:
```

*save file as something else*

*or save part of file*



temporary variable,  
just like in a for-loop

# Opening files

The `open()` function requires two arguments:

```
open(filename, mode)
```



what you're going to do with the file

# Opening files

The `open()` function requires two arguments:

```
open(filename, mode)
```

mode options:

"r" read

"w" write (**wipes the file** clean if it already exists) ⚠

"a" append (add to the end of whatever is already in the file)

# Opening files

If you are accessing a file in your current working directory, you can just include the filename, but if the file is in a different directory, you must include the file path.



# Let's code!

