

# Iterators and Generators

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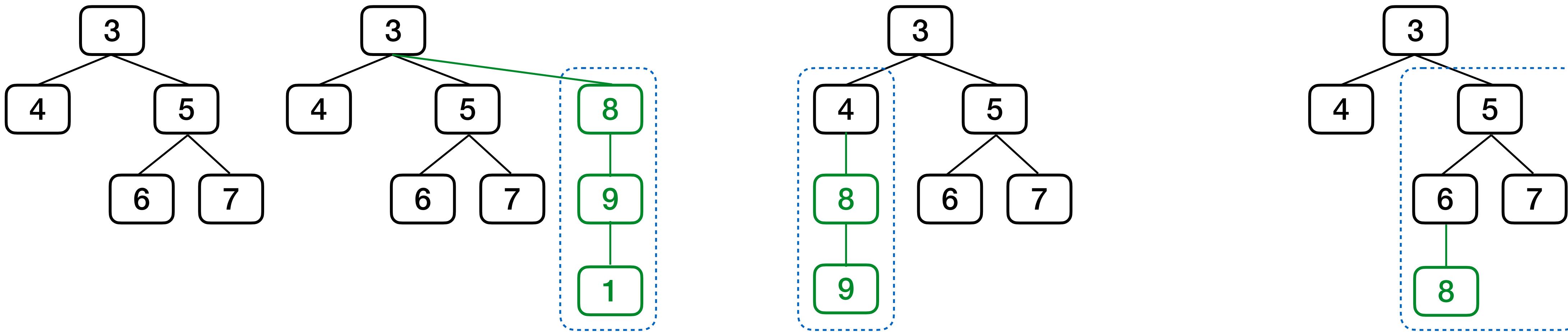
# Announcements

# Building Lists of Branches

## Example: Make Path

A list describes a path if it contains labels along a path from the root of a tree. Implement `make_path`, which takes a tree `t` with unique labels and a list `p` that starts with the root label of `t`. It returns the tree `u` with the fewest nodes that contains all the paths in `t` as well as a (possibly new) path `p`.

`t1`            `make_path(t1, [3,8,9,1])`    `make_path(t1, [3,4,8,9])`    `make_path(t1, [3,5,6,8])`



Recursive idea: `make_path(b, p[1:])` is a branch of the tree returned by `make_path(t, p)`

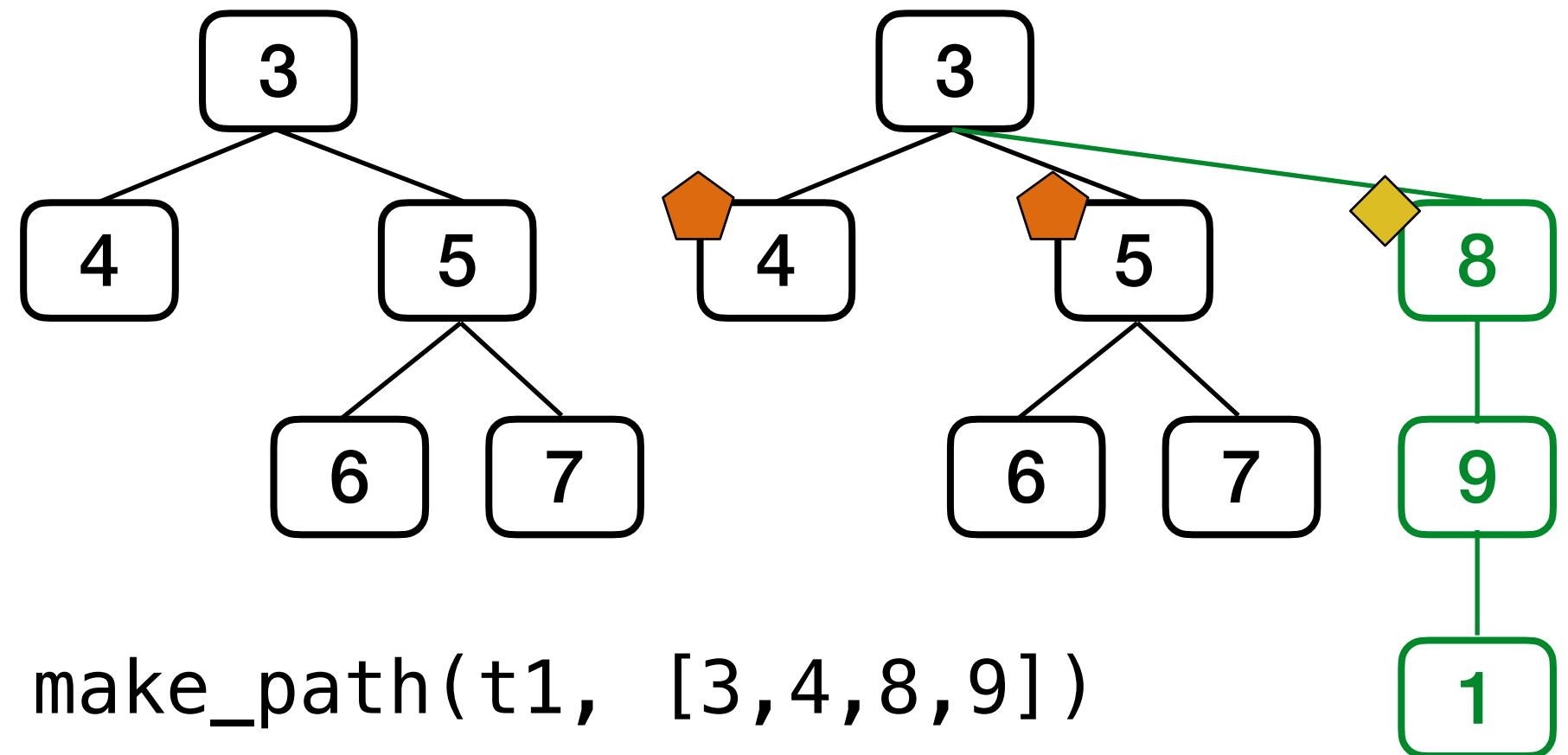
Special case: if no branch starts with `p[1]`, then a leaf labeled `p[1]` needs to be added

## Example: Make Path

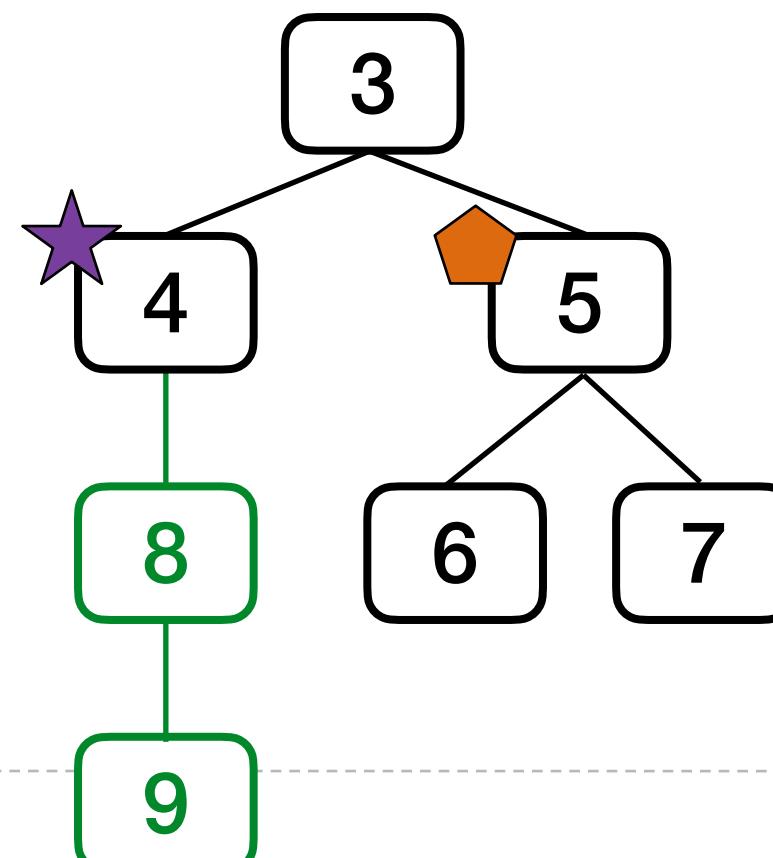
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`t1`

`make_path(t1, [3,8,9,1])`



`make_path(t1, [3,4,8,9])`



```
def make_path(t, p):
    "Return a tree like t also containing path p."
    assert p[0] == label(t), 'Impossible'
    if len(p) == 1:
        return t
    new_branches = []
    found_p1 = False
    for b in branches(t):
        if label(b) == p[1]:
            ★ new_branches.append(make_path(b, p[1:]))
            found_p1 = True
        else:
            ♠ new_branches.append(b)
    if not found_p1:
        ♦ new_branches.append(make_path(tree(p[1]), p[1:]))
    return tree(label(t), new_branches)
```

# List Practice

# Spring 2023 Midterm 2 Question 1

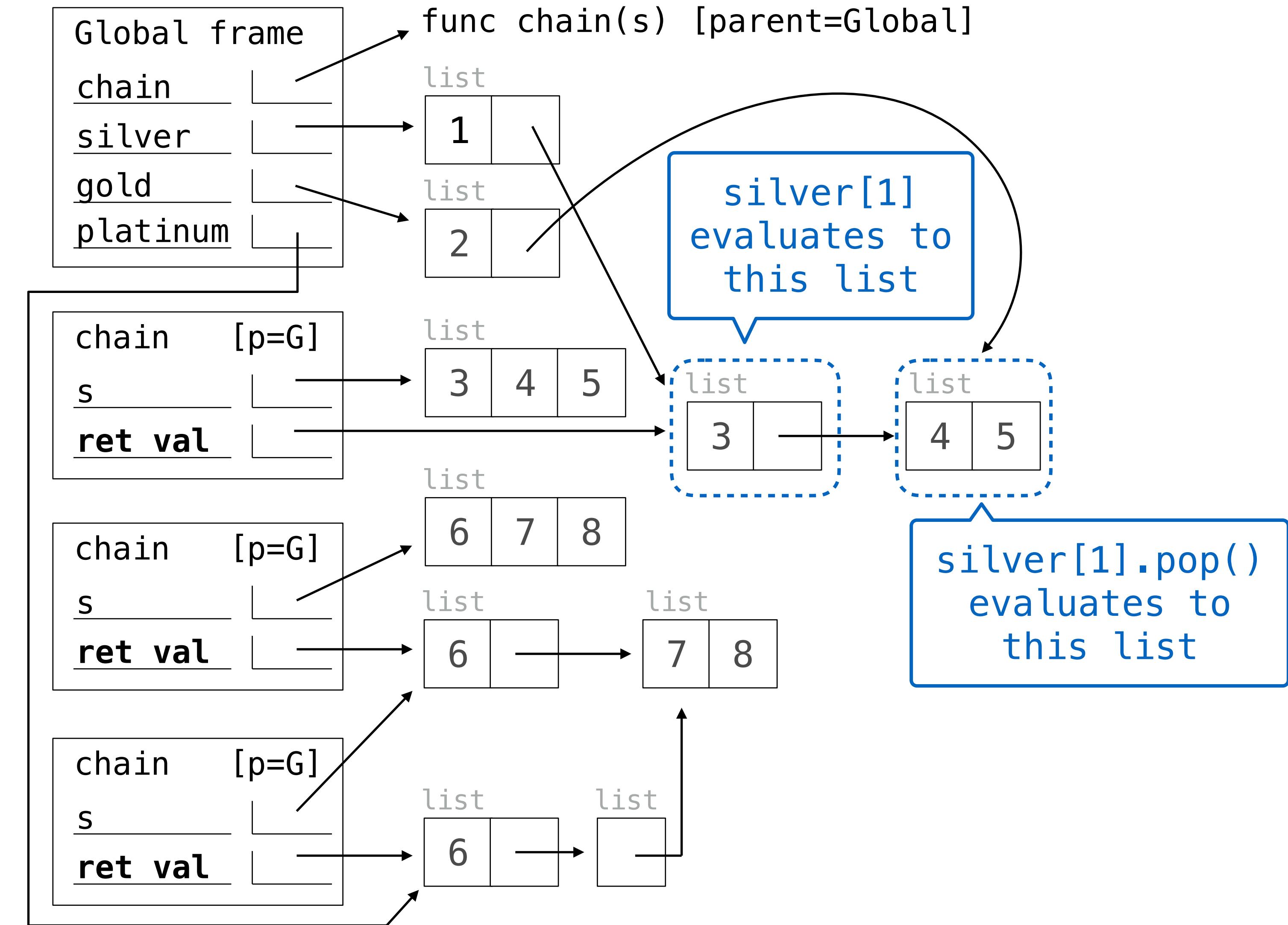
```
def chain(s):
    return [s[0], s[1:]]
silver = [2, chain([3, 4, 5])]
gold = [silver[0], silver[1].pop()]
silver[0] = 1
platinum = chain(chain([6, 7, 8]))
```

**Reminder:** `s.pop()` removes and returns the last item in list `s`.

```
>>> silver
[1, [3]]
```

```
>>> gold
[2, [4, 5]]
```

```
>>> platinum
[6, [[7, 8]]]
```



# Tuples

( Demo )

# Iterators

## Iterators

A container can provide an iterator that provides access to its elements in order

**iter(iterable)**: Return an iterator over the elements  
of an iterable value

**next(iterator)**: Return the next element in an iterator

```
>>> s = [3, 4, 5] ▼  
>>> t = iter(s)  
>>> next(t)  
3  
>>> next(t)  
4  
>>> u = iter(s)  
>>> next(u)  
3  
>>> next(t)  
5  
>>> next(u)  
4
```

(Demo)

**Break: 5 minutes**

# Map Function

# Map

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`map(func, iterable)`: Make an iterator over the return values of calling func on each element of the iterable.

(Demo)

# Generators

# Generators and Generator Functions

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```
>>> def plus_minus(x):
...     yield x
...     yield -x

>>> t = plus_minus(3)
>>> next(t)
3
>>> next(t)
-3
>>> t
<generator object plus_minus ...>
```

A *generator function* is a function that **yields** values instead of **returning** them

A normal function **returns** once; a *generator function* can **yield** multiple times

A *generator* is an iterator created automatically by calling a *generator function*

When a *generator function* is called, it returns a *generator* that iterates over its yields

(Demo)

## Spring 2023 Midterm 2 Question 5(b) Revisited

**Definition.** When parking vehicles in a row, a motorcycle takes up 1 parking spot and a car takes up 2 adjacent parking spots. A string of length  $n$  can represent  $n$  adjacent parking spots using `%` for a motorcycle, `<>` for a car, and `.` for an empty spot.

For example: `'.%%.<><>'` (Thanks to the Berkeley Math Circle for introducing this question.)

Implement `park`, a **generator function** that yields all the ways, represented as strings, that vehicles can be parked in  $n$  adjacent parking spots for positive integer  $n$ .

```
def park(n):
    """Yield the ways to park cars and motorcycles in n adjacent spots.

    >>> sorted(park(1))
    ['%', '.']
    >>> sorted(park(2))
    ['%%', '%.', '.%', '...', '<>']
    >>> len(list(park(4))) # some examples: '<><>', '.%%.', '%<>%', '%.<>'
    29
    ....
```