

In Python everything is an object

- Basic types are objects, e.g.
 - lists, integers, float, bool
- Object methods
- range is a nice simple object
- Lists revisited

In Python everything is an object

```
x = 3
y = 3.14
z = "Hello"
w = [3,4,5]
b = False
```

In [46]:

```
print(x, type(x))
print(y, type(y))
print(z, type(z))
print(w, type(w))
print(b, type(b))
```

```
3 <class 'int'>
3.14 <class 'float'>
Hello <class 'str'>
[3, 4, 5] <class 'list'>
False <class 'bool'>
```

help(w)

Help on list object:

```
class list(object)
| list() -> new list
...
```

...

help(x)

Help on int object:

```
class int(object)
| int(x=0) -> integer
...
```

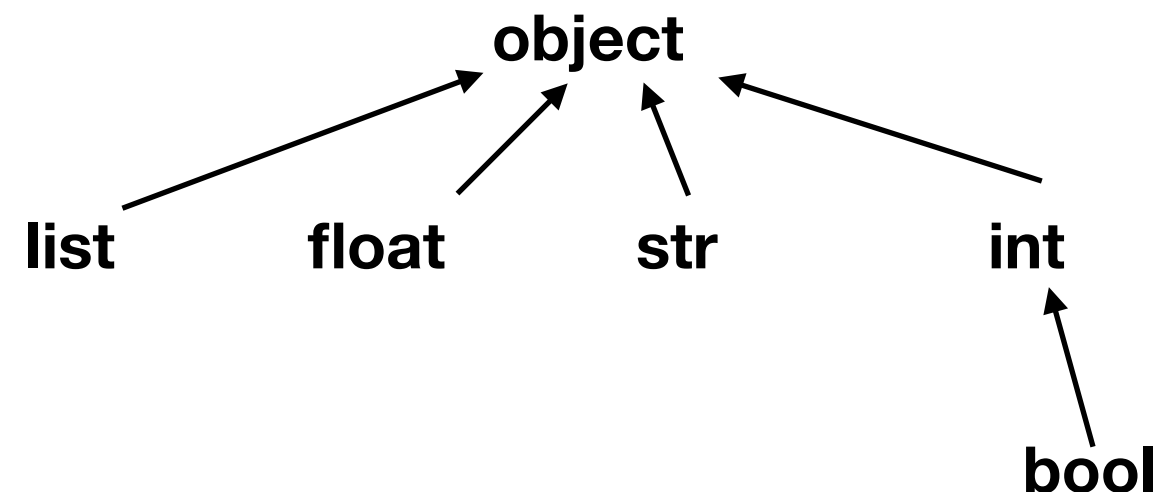
...

help(b)

Help on bool object:

```
class bool(int)
| bool(x) -> bool
...
```

...



What does this mean?

- In C or Java an int is stored in 2 or 4 bytes (16 or 36 bits)
- In Python ints are fully fledged objects with lots of paraphernalia
 - `sys.getsizeof(x)` returns 28 bytes!
 - you need to **import** `sys` to run this

Objects have Methods

- <tab> completion in Jupyter Notebooks
 - y.<tab> shows list of methods/attributes for y

```
[52]: # Type y.<tab>
y.
y.as_integer_ratio
y.conjugate
y.fromhex
[ ]: y.hex
y.imag
y.is_integer
[ ]: y.real
help(y)
```

```
[52]: # Type y.<tab>
y.is_integer()

[52]: False

[ ]: w.
w.append
w.clear
w.copy
w.count
w.extend
w.index
w.insert
w.pop
w.remove
w.reverse
```

range is a nice simple class in Python

```
e1 = [3,6,9]
for i in e1: print(i)

print("----")
for i in range(7):print(i)
```

```
3
6
9
----
0
1
2
3
4
5
6
```

- Python has a beautiful loop syntax
 - for <iter_var> in <sequence>
- But sometimes you want access to the loop index

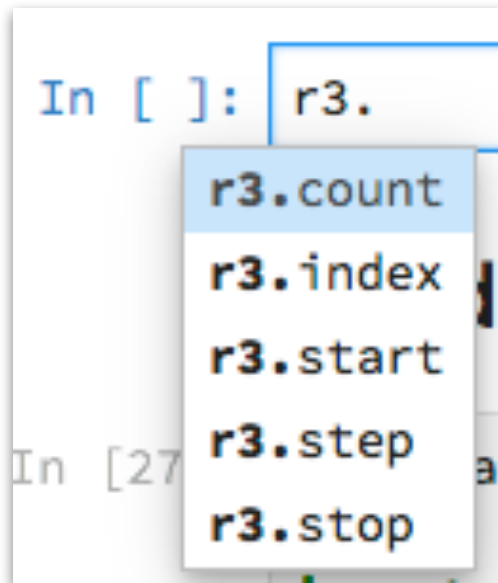
```
r1 = range(7)
help(r1)
```

Help on range object:

```
class range(object)
|   range(stop) -> range object
|   range(start, stop[, step]) -> range object
```

range class

- Immutable sequence type
- Five tab completions

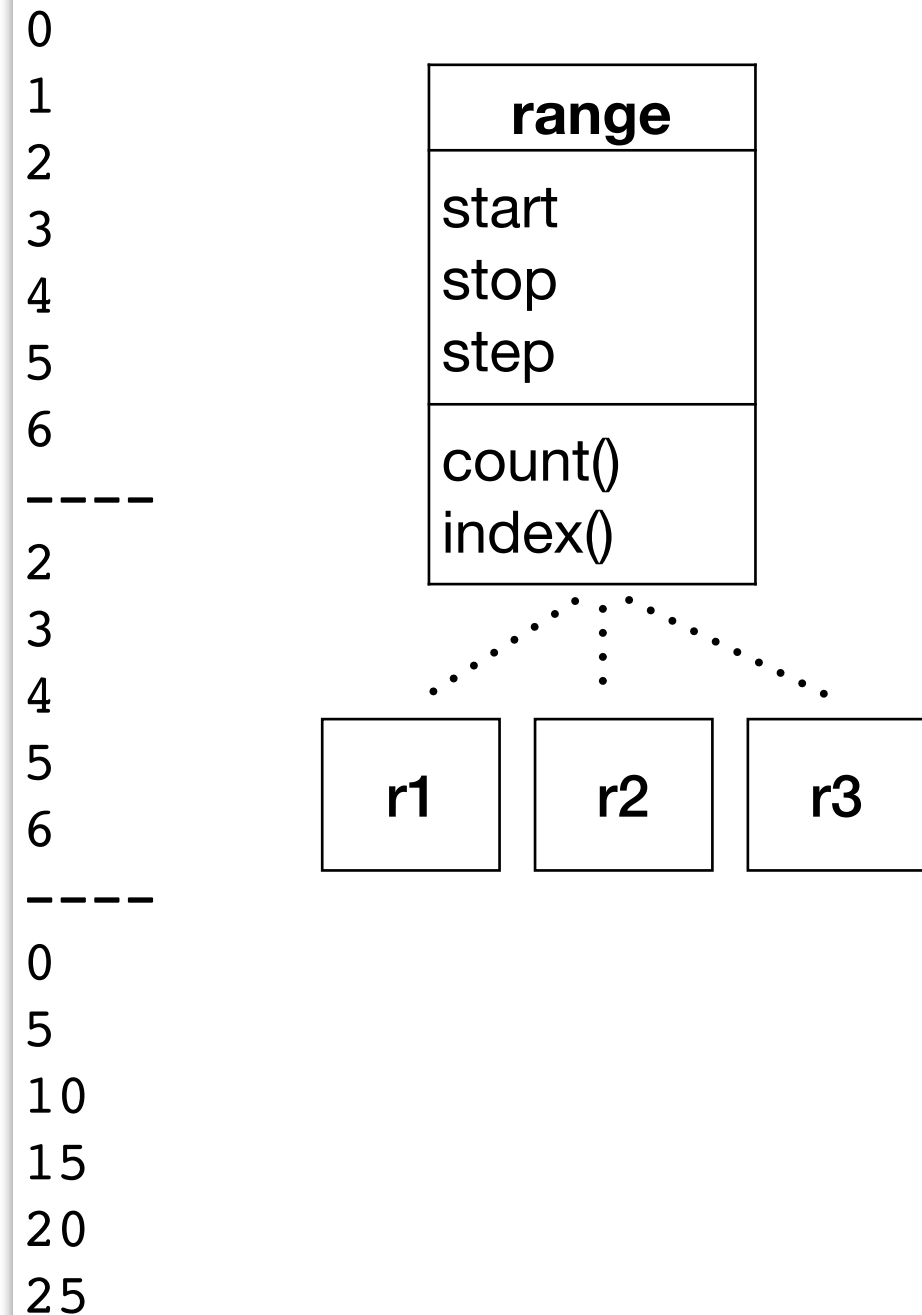


- Two methods -
 - count() & index()
- Three attributes
 - start, stop & step

```
r3.step
5

r3.index(10)
2
```

```
r1 = range(7)
r2 = range(2, 7)
r3 = range(0, 30, 5)
In [8]:
for i in r1: print(i)
print('----')
for i in r2: print(i)
print('----')
for i in r3: print(i)
```



Lists (again as objects)

- Lets look again at lists
 - focusing on the fact that they are implemented as objects
- Traversing a list
 - using indices
- Updating a list
- Mapping, Filtering, Reducing lists
- List Methods in Python
- Using lists as arrays in Python

Traversing a list

- for ... in syntax is real elegant

```
for cheese in cheeses:  
    print(cheese)
```

```
Cheddar  
Edam  
Gouda
```

- You can also introduce an index...

```
for i in range(len(numbers)):  
    numbers[i] = numbers[i] * 2  
numbers  
Out[11]:  
[136, 616]
```


Aside: The Pythonic Way

- Python aficionados maintain there is one right way to do things

- and using `range(len(cheeses))` is not great:

```
for i in range(len(cheeses)):  
    print(i, cheeses[i])
```

```
0 Cheddar  
1 Edam  
2 Gouda
```

- use `for i, cheese in enumerate(cheeses):`

```
# The Pythonic way  
cheeses[1] = 'Gubbeen'  
for i, cheese in enumerate(cheeses):  
    print(i, cheese)
```

```
0 Cheddar  
1 Gubbeen  
2 Gouda
```

Aside: Aside: Enumerate

- enumerate adds an index to an 'iterable'
- creates an enumerate object
 - index/item tuples

```
list (enumerate(cheeses))  
Out[11]:  
[(0, 'Cheddar'), (1, 'Gubbeen'), (2, 'Gouda')]
```

- iterable: something that can be iterated over
 - typically a sequence, set, list

Updating a list

- Remember, lists are mutable (unlike strings)
 - So we can change elements

```
numbers = [17, 123]
```

```
numbers
```

```
Out[2]:
```

```
[17, 123]
```

```
numbers[1] = 5      # Lists are mutable
```

```
numbers
```

```
Out[5]:
```

```
[17, 5]
```

```
t = [33, 44, 55, 66]
```

```
x = 99
```

```
t.append(x)
```

```
t
```

```
Out[31]:
```

```
[33, 44, 55, 66, 99]
```

```
t = [33, 44, 55, 66]
```

```
x = 99
```

```
t = t + [x]
```

```
t
```

```
Out[32]:
```

```
[33, 44, 55, 66, 99]
```

- Two simple ways to extend lists
 - using `.append` method
 - the `+` operator
 - 'hidden' method `__add__` defines behaviour for `+`

4 ways not to update a list...

PAUSE



- Can you predict what happens in the following scenarios
 - Use a Notebook to test.

```
t.append([x])
```

```
t = t.append(x)
```

```
t + [x]
```

```
t = t + x
```

1

```
t = [33,44,55,66]  
x = 99  
t.append([x])
```

2

```
t = [33,44,55,66]  
x = 99  
t = t.append([x])
```

3

```
t = [33,44,55,66]  
x = 99  
t + [x]
```

4

```
t = [33,44,55,66]  
x = 99  
t = t + x
```

4 ways not to update a list...

1

```
t = [33, 44, 55, 66]
x = 99
t.append([x]) # Wrong, produces a nested list
t
Out[1]:
[33, 44, 55, 66, [99]]
```

2

```
t = [33, 44, 55, 66]
x = 99
t = t.append([x]) # Wrong, returns nothing
t
```

3

```
t = [33, 44, 55, 66]
x = 99
t + [x] # Wrong, doesn't change t
t
Out[3]:
[33, 44, 55, 66]
```

4

```
t = [33, 44, 55, 66]
x = 99
t = t + x # Wrong, adding an int to a list
```

Map, Filter, Reduce

Categories of operations on lists:

■ Reduce:

- ☐ An operation across all list members,
- ☐ produces a single result.

■ Map:

- ☐ Same operation on all list members,
- ☐ produces a list of results.

■ Filter:

- ☐ Filter function applied to all list members,
- ☐ produces a smaller list - some members filtered out

■ Other:

- ☐ Lots of other stuff

Reduce

- An operation across all list members,
- produces a single result.

```
t = [33,44,55,66]  
sum(t)  
Out[6]:  
198
```

Map

- Same operation on all list members,
- produces a list of results.

```
# Map: apply (map) a function to all elements in the list.
```

```
def square(e):  
    return e*e
```

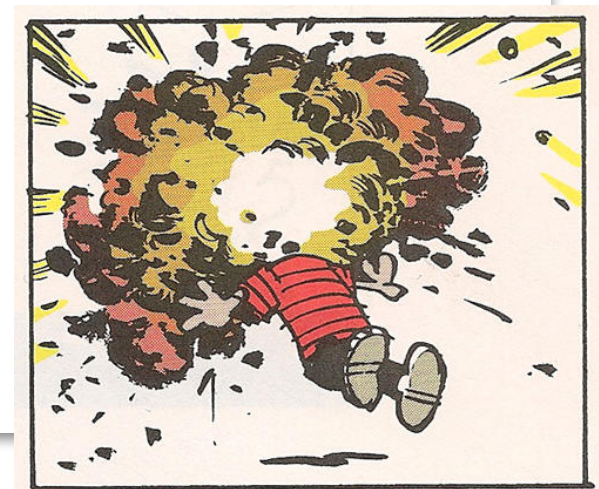
```
def myMapper(ls, funct):  
    r = []  
    for e in ls:  
        r.append(funct(e))  
    return r
```

```
t = [33,44,55,66]
```

```
myMapper(t,square)
```

```
Out[17]:
```

```
[1089, 1936, 3025, 4356]
```



mind = blown

Filter

- Filter function applied to all list members,
- produces a smaller list - some members filtered out

```
# Filter: remove elements from a list based on a test.  
def evenTest(e):  
    if e % 2 == 0:  
        return True  
    return False
```

```
# filter function is passed in as argument  
def myFilter(ls,filter):  
    r =[]  
    for e in ls:  
        if filter(e): r.append(e)  
    return r
```

```
myFilter(t,evenTest)
```

```
Out[15]:
```

```
[44, 66]
```

List Methods

■ list.append(obj)

- Appends object obj to list

■ list.count(obj)

- Returns count of how many times obj occurs in list

■ list.extend(seq)

- Appends the contents of seq to list

■ list.index(obj)

- Returns the lowest index in list that obj appears

■ list.insert(index, obj)

- Inserts object obj into list at offset index

■ list.pop(obj=list[-1])

- Removes and returns last object or obj from list

■ sort([func])

- Sorts objects of list, uses fund for comparison if supplied.

■ list.remove(obj)

- Removes object obj from list

■ list.reverse

- Reverses objects of list in place

```
In [1]: t = [33, 22, 44, 11, 55]
        t
```

```
Out[1]: [33, 22, 44, 11, 55]
```

```
In [ ]: t.
```

```
t.append
t.clear
t.copy
t.count
t.extend
t.index
t.insert
t.pop
t.remove
t.reverse
```

List Methods - examples

- index
- sort
- pop
- remove

```
t = [33, 22, 44, 11, 55]  
t  
Out[27]:  
[33, 22, 44, 11, 55]
```

```
t.index(11)  
Out[28]:  
3
```

```
t.sort()  
t  
Out[29]:  
[11, 22, 33, 44, 55]
```

```
t.pop()  
t  
Out[30]:  
[11, 22, 33, 44]
```

```
t.remove(33)  
t  
Out[31]:  
[11, 22, 44]
```

In Python Everything is an Object

- Thinking of ints and lists as objects

Next

- The OO Creed
 - ☐ Encapsulation
 - ☐ Inheritance
 - ☐ Polymorphism
 - ☐ ...
- Creating new Objects/Classes