DSML Intermediate: Python Refresher - 3

Recap

```
a, b = 12, 5
print(a)
print(b)
12
print(a + b)
17
if "":
   print('True')
else:
   print('False')
False
if 0:
   print('True')
else:
   print('False')
False
```

```
if 0.0:
  print('True')
else:
  print('False')
False
if False:
  print('True')
else:
  print('False')
False
if True:
  print('True')
else:
 print('False')
True
if 0.9:
  print('True')
else:
 print('False')
True
a, b = 12, 5
if a + b:
  print('True')
else:
  print('False')
```

True

```
a = [1,2,3,4,5,6,7,8,9,10]
a[3:8:-1]
```

[]

Up Next

- 0. HW to be discussed
- 1. Tuples
- 2. Sets and Dictionaries
- 3. Lists => Deep Copy
- 4. Comprehension
- 5. Some more important methods in the list, set, tuples, dict

Python Refresher - 3

Iteration: Looping

While Loops

```
x=0
while (x < 100):
    x+=2
print(x)</pre>
```

```
100
```

```
x=0
while (x < 10):
    x+=2
    print(x, x < 10)
print(x)</pre>
```

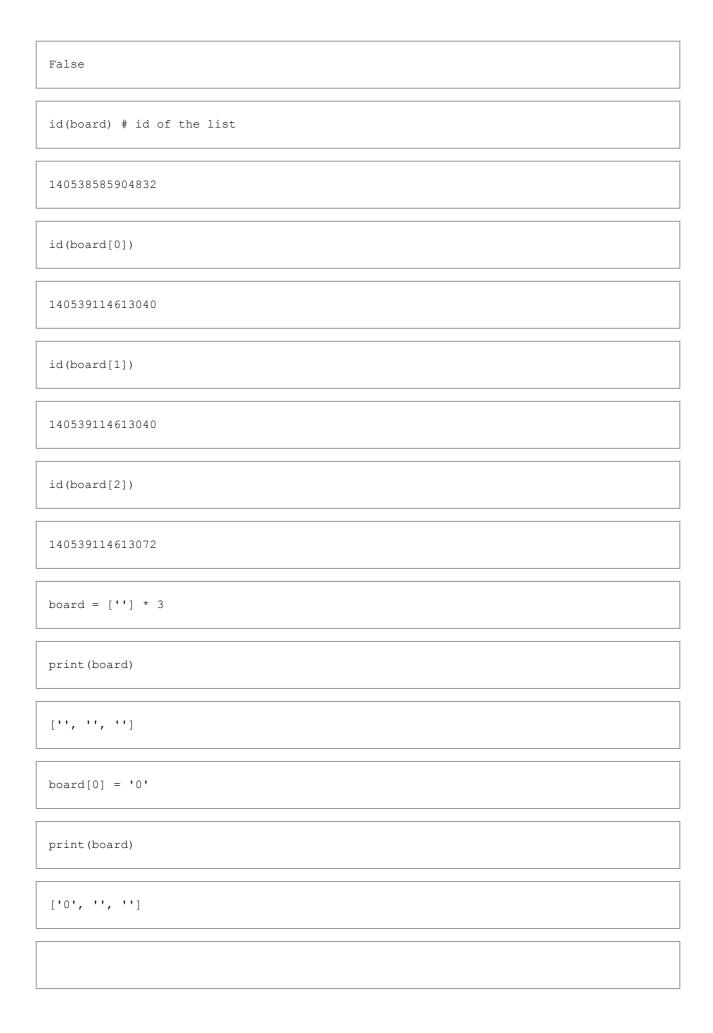
```
2 True
4 True
6 True
8 True
10 False
```

Nested List HW

```
board = ['' * 3]
print(board)
['']
'a' * 3
'aaa'
'' * 3
• •
board = [''] * 3
print(board)
['', '', '']
id(board[0]) == id(board[1]) == id (board[2])
True
```

```
board = [1, 1, 2]

id(board[0]) == id(board[1]) == id(board[2])
```



```
a = 'x'
b = 'x'
id(a) == id(b)
True
a = '0'
print(a, b)
0 x
board = [''] * 3
board[0] = '0'
print(board)
['0', '', '']
board = [['', '', ''], ['', '', ''], ['', '', '']]
print(board)
[['', '', ''], ['', '', ''], ['', '', '']]
board[0]
['', '', '']
print(id(board[0]))
print(id(board[1]))
print(id(board[2]))
```

```
140538591717248
140538590568384
140538589167488
```

```
id(board[0][0]) == id(board[1][1]) == id(board[2][2])
```

True

```
R = len(board)
C = len(board[0])

for i in range(R):
    C = len(board[i])
    for j in range(C):
        print(id(board[i][j]))
```

```
140539114800752

140539114800752

140539114800752

140539114800752

140539114800752

140539114800752

140539114800752

140539114800752
```

Magic

```
board = [['', '', '']] * 3
print(board)
```

```
[['', '', ''], ['', '', ''], ['', '', '']]
```

```
id(board[0])
```

```
140539129280320
```

```
id(board[1])
140539129280320
id(board[2])
140539129280320
board[0][0] = '0'
print(board)
[['0', '', ''], ['0', '', ''], ['0', '', '']]
id(board[0]) == (board[1]) == id(board[2])
True
a = [1, 2, 3]
b = [1, 2, 3] # deep copy => creating a new list => different object
print(id(a) == id(b))
b[1] = 5
print(a)
print(b)
False
[1, 2, 3]
[1, 5, 3]
```

```
a = [1, 2, 3]
b = a  # shallow copy => the same object in the memory
print(id(a) == id(b))

b[1] = 5
print(a)
print(b)
```

```
True
[1, 5, 3]
[1, 5, 3]
```

```
# board = [123252] * 3
# print(board)
```

```
# id(board[0]) == id(board[1]) == id (board[2])
```

```
# 1 = [3, 3, 3] # small integer caching [-5, 256]
# id(1[0]) == id(1[1]) == id(1[2])
```

```
# 1 = [123252, 123252, 123252]

# id(1[0]) == id(1[1]) == id(1[2])
```

List Operations

```
1 = [4, 6, 7]

1.append(10)
```

```
print(l)
```

```
[4, 6, 7, 10]
```

```
1.append([1, 2, 3])
print(1)
[4, 6, 7, 10, [1, 2, 3]]
len(l)
1.pop() # what does pop return? => last element
[1, 2, 3]
print(1)
[4, 6, 7, 10]
# 1.pop(7) # pop(index)
1.remove(7) # does not return, only remove a particular element
print(1)
[4, 6, 10]
# 1.remove(7)
4 in 1 # citizenship / membership operator
True
7 in 1
```

False 1 = [35, 12, 56, 77]**Iteration Protocol** # how to check whether some thing is iterable iter(1) <list_iterator at 0x7fd1b0a7f8b0> iter(5) TypeError Traceback (most recent call last) Input In [140], in <cell line: 1>() ---> 1 iter(5) TypeError: 'int' object is not iterable iter("hello") <str_iterator at 0x7fd1b1062ac0> iter(range(1, 5)) <range_iterator at 0x7fd1b1062990> iter(True)

```
TypeError
                                         Traceback (most recent call last)
Input In [143], in <cell line: 1>()
---> 1 iter(True)
TypeError: 'bool' object is not iterable
1 = [35, 12, 56, 77]
i = iter(1) # is it sufficient to just get the iterator?
# you also need the next function
next(i)
35
next(i)
12
next(i)
56
next(i)
77
next(i)
```

```
StopIteration Traceback (most recent call last)

Input In [162], in <cell line: 1>()
----> 1 next(i)

StopIteration:
```

```
for i in 1:

print(i)
```

```
35
12
56
77
```

```
# dir(l)
```

```
1 = [[1, 2, 3, 4], [5, 6, 7, 8]]
```

```
target = 5

for i in 1:
    # i is the list
    # print(i)
    for j in i:
        print(j)
        if j == target:
            print('Found the target')
```

```
1
2
3
4
5
Found the target
6
7
```

Tuples

```
1 = [4, 5, 2, 3, 4]
print(1)
```

```
[4, 5, 2, 3, 4]
```

```
# tuples are frozen or immutable lists
```

```
t = ()
type(t) # empty tuple
```

tuple

```
d = {}
type(d)
```

dict

```
s = {1, 2, 3}
type(s)
```

```
set
```

```
t = (1, 2, 3, 4, 5)
type(t)
tuple
t = (1,)
type(t)
tuple
t[0] = 5 \# immutable
TypeError
                                    Traceback (most recent call last)
Input In [195], in <cell line: 1>()
----> 1 t[0] = 5
TypeError: 'tuple' object does not support item assignment
t = (1, 2, 3, 5, 6)
print(id(t))
t = (5, 6, 7)
print(id(t))
print(t)
140538590094656
140538588030656
(5, 6, 7)
```

Creation of Tuples

```
t = (30)
type(t)
int
t = (50 + 30 - 7*3)
print(t)
type(t)
59
int
t = ("ninja hattori!!" * 2)
print(t)
ninja hattori!! ninja hattori!!
type(t)
str
                                 single element tuple
t = (1,)
print(t)
(1,)
```

type(t)
tuple
<pre>t = ("ninja", "hattori") type(t)</pre>
tuple
Unpacking
t = (1, 2, 3)
print(t)
(1, 2, 3)
a, b, c = t
print(a)
1
print(b)
2
<pre>print(c)</pre>
3
3

```
a, b = [1, 2]
print(a)
print(b)
```

```
a, b, c = (5, 6, 7, 8, 9)
```

```
ValueError Traceback (most recent call last)

Input In [204], in <cell line: 1>()
----> 1 a, b, c = (5, 6, 7, 8, 9)

ValueError: too many values to unpack (expected 3)
```

```
a, b, c, d, e = (5, 6, 7, 8, 9)

print(a + b + c + d + e)
```

35

Packing

```
def foo():
return 100
```

```
foo()
```

```
100
```

```
x = foo()
```

```
type(x)
int
# python functions can return any number of values
def foo():
   return 100, 200 # this data is packed in a tuple
foo()
(100, 200)
x = foo()
type(x)
tuple
def foo():
  return 100, 200, 300
x = foo()
(100, 200, 300)
we, are, together = foo()
print(we)
100
```



(1,)

Swap

a, b = 1, 2	
print(a)	
princ (a)	
1	
print(b)	
2	
2	
a, b = b, a	
a, D - D, a	
print(a)	
print(a)	
print(a) 2	
2	
2	
2	
2	

Up Next

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Doubts

```
a = 1999
b = 2999
# step 1: packing into tuple
x = b, a
print(a, id(a))
1999 140538590154544
print(b, id(b))
2999 140538590154000
print(x)
(2999, 1999)
# step 2: unpacking from tuple
a, b = x
print(a, id(a))
2999 140538590154000
print(b, id(b))
1999 140538590154544
```

```
t = (1, 2, 3)
b = t
id(b) == id(t)
\# think about it => same or different
True
b = (3, 4) \# new object gets created here
print(t)
(1, 2, 3)
print(b)
(3, 4)
id(b) == id(t)
False
a = "iraban"
b = "iraban"
print(id(b))
print(id(a) == id(b)) # immutablev => some space optimisations to
# avoid creating new object
140538591235632
```

True

```
b = "dutta"

print(a)
print(id(b))
print(id(a) == id(b))
```

```
iraban
140538591364976
False
```

```
a = [1, 2, 3]
b = [1, 2, 3]

id(a) == id(b) # mutable

print(id(a))

a[0] = 4

print(id(a))
```

```
140538588074944
140538588074944
```

```
1 = [2] * 3
print(1)
```

```
[2, 2, 2]
```

```
1 = [[2] * 3] * 3
# [2] * 3 => shallow copy of the list
print(1)
```

```
[[2, 2, 2], [2, 2, 2], [2, 2, 2]]
```

```
1[0][0] = 5
```

```
print(1)
[[5, 2, 2], [5, 2, 2], [5, 2, 2]]
id(1[0]) == id(1[1]) == id(1[2])
True
1 = [[2, 2, 2], [2, 2, 2], [2, 2, 2]]
id(1[0]) == id(1[1]) == id(1[2])
False
nl=[['','',''],['','',''],['','','']]
for i in range(len(nl)):
   for j in range(len(nl[0])):
      print(id(nl[i][j]))
140539114800752
140539114800752
140539114800752
140539114800752
140539114800752
140539114800752
140539114800752
140539114800752
140539114800752
1 = [[5, 6, 7], [8, 9, 10]]
id(1)
140538588078016
```

```
id(1[0])
140538591574720
id(1[0][0])
140539114613168
lst = [1, 2, 3, 4, 5]
lst1 = lst[:] # different objects => deep copy
# list slicing always gives you a new list
id(lst) == id(lst1)
False
1 = [1, 2, 3]
id(1)
140538592264256
1.append(4) # mutable => changed the original list without changing
# the object
id(1)
140538592264256
x = "abc"
id(x)
140539383334320
```

```
x = "amit sethi" # immutable => when changed a new object gets created
id(x)
140538594651568
a = 3
id(a)
140539114613104
a = 5 \# immutable => when changed a new object gets created
id(a)
140539114613168
bool("False")
True
bool("")
False
1 = [1, 2, 3, 4]
d = 1[:] # list slice is a new object => deep copy => different object
id(1) == id(d)
False
d2 = 1.copy() # creates a deep copy
```

print(d2)
[1, 2, 3, 4]
id(1) == id(d2)
False
1[0] = 5
print(1)
[5, 2, 3, 4]
print(d2)
[1, 2, 3, 4]