

## Python

## Slicing



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Lists, strings, and tuples are all sequences

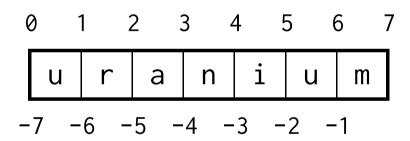


Lists, strings, and tuples are all *sequences*Can be indexed by integers in the range 0...len(X)-1



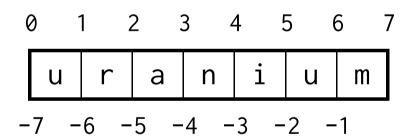


```
>>> element = 'uranium'
>>>
```



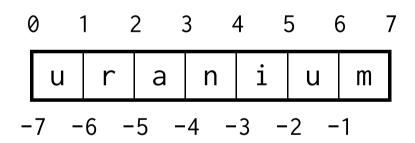


```
>>> element = 'uranium'
>>> print element[1:4]
ran
>>>
```



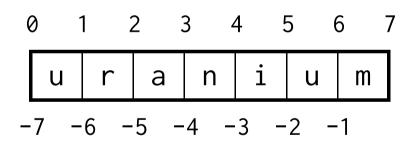


```
>>> element = 'uranium'
>>> print element[1:4]
ran
>>> print element[:4]
uran
>>>
```



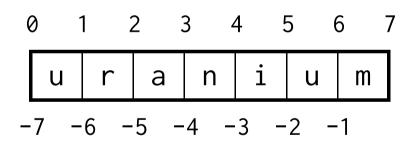


```
>>> element = 'uranium'
>>> print element[1:4]
ran
>>> print element[:4]
uran
>>> print element[4:]
ium
>>>
```





```
>>> element = 'uranium'
>>> print element[1:4]
ran
>>> print element[:4]
uran
>>> print element[4:]
ium
>>> print element[-4:]
nium
>>>
```



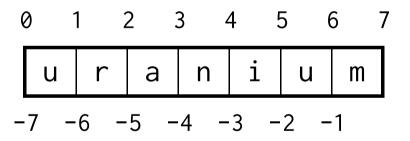


#### Python checks bounds when indexing



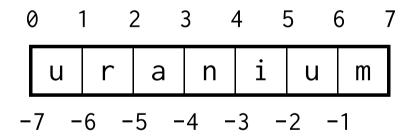


```
>>> element = 'uranium'
>>>
```





```
>>> element = 'uranium'
>>> print element[400]
IndexError: string index out of range
>>>
```







"A foolish consistency is the hobgoblin of little minds."

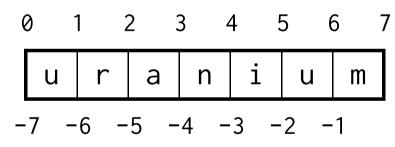
— Ralph Waldo Emerson



```
>>> element = 'uranium'
>>> print element[400]
IndexError: string index out of range
>>> print element[1:400]
ranium
>>>
```

"A foolish consistency is the hobgoblin of little minds." — programmers

— Ralph Waldo Emerson



"Aw, you're kidding me!"



So text[1:3] is 0, 1, or 2 characters long



#### So text[1:3] is 0, 1, or 2 characters long

1 1

'a'

'ab' 'b'

'abc' 'bc'

'abcdef' 'bc'





From index 1 up to (but not including) index 1



From index 1 up to (but not including) index 1

And text[3:1] is always the empty string



From index 1 up to (but not including) index 1And text[3:1] is always the empty string

Not the reverse of text[1:3]



- From index 1 up to (but not including) index 1And text[3:1] is always the empty string
- Not the reverse of text[1:3]

But text[1:-1] is everything except the first and last characters



#### Slicing always creates a new collection





```
>>> points = [[10, 10], [20, 20], [30, 30], [40, 40]] >>>
```



```
>>> points = [[10, 10], [20, 20], [30, 30], [40, 40]]
>>> middle = points[1:-1]
>>>
```



```
>>> points = [[10, 10], [20, 20], [30, 30], [40, 40]]
>>> middle = points[1:-1]
>>> middle[0][0] = 'whoops'
>>>
```



```
>>> points = [[10, 10], [20, 20], [30, 30], [40, 40]]
>>> middle = points[1:-1]
>>> middle[0][0] = 'whoops'
>>> middle[1][0] = 'aliasing'
>>>
```

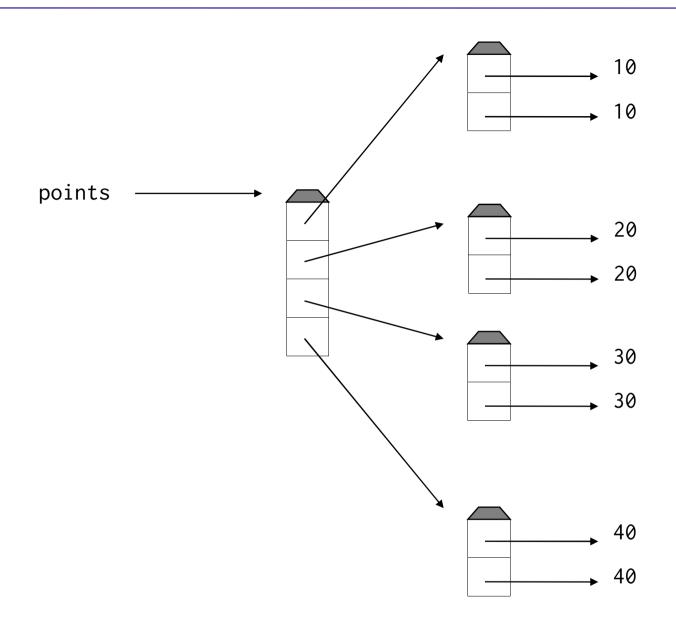


```
>>> points = [[10, 10], [20, 20], [30, 30], [40, 40]]
>>> middle = points[1:-1]
>>> middle[0][0] = 'whoops'
>>> middle[1][0] = 'aliasing'
>>> print middle
[['whoops', 20], ['aliasing', 30]]
>>>
```

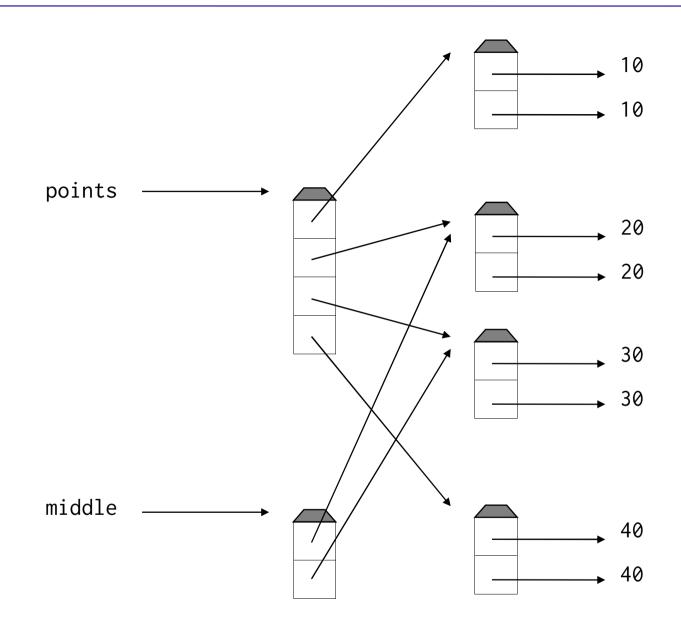


```
>>> points = [[10, 10], [20, 20], [30, 30], [40, 40]]
>>> middle = points[1:-1]
>>> middle[0][0] = 'whoops'
>>> middle[1][0] = 'aliasing'
>>> print middle
[['whoops', 20], ['aliasing', 30]]
>>> print points
[[10, 10], ['whoops', 20], ['aliasing', 30], [40, 40]]
>>>
```

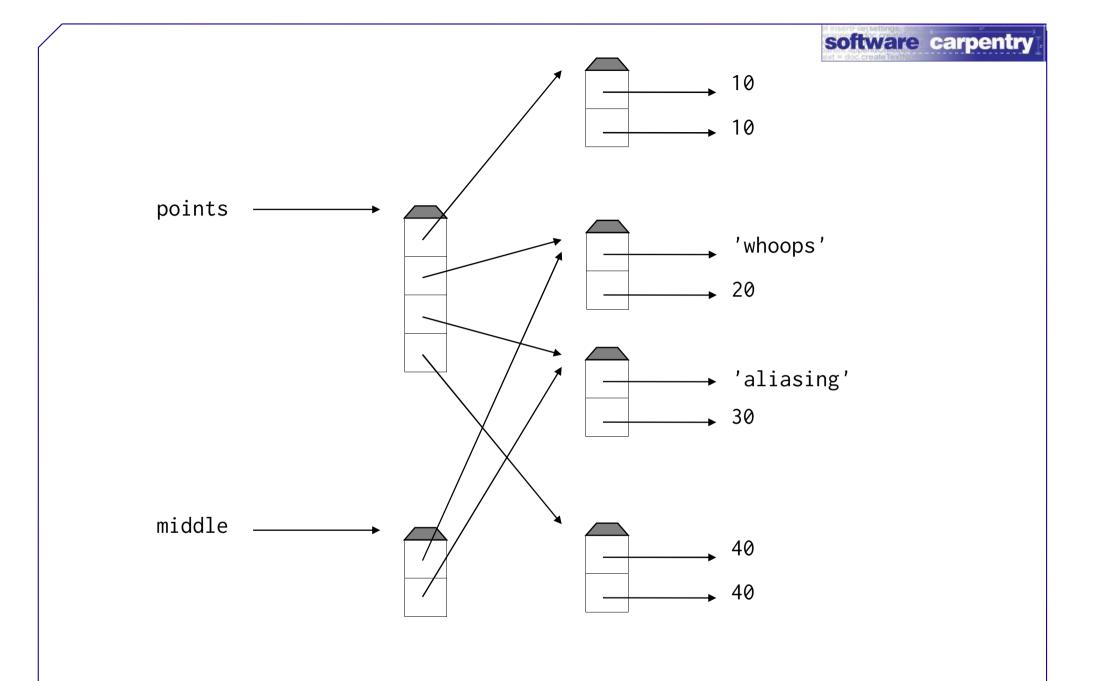








software carpentry 10 **1**0 points 'whoops' 20 30 30 middle 40 40





created by

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