

Exercise 5 - Collections

Objective

To understand the use and syntax of containers in Python 3. We'll also compare different ways to access a list.

Questions

1. What's wrong with this?

```
cheese = ['Cheddar', 'Stilton', 'Cornish Yarg']
cheese += 'Oke'
How should 'Oke' be added to the end of the cheese list?
```

2. What's going on here? Can you explain the output?

```
tup = 'Hello'
print(len(tup))
Prints 5
tup = 'Hello',
print(len(tup))
Prints 1
```

- 3. Write a Python script called Ex5_3.py that will generate and display 6 unique random lottery numbers between 1 and 50. Think about which Python data structure is best suited to store the numbers! Use the Python help() function to find out which function to use from the python standard library called random.
- 4. We need to do some maintenance on a dictionary of machines:



```
'user8': 'polar',
'user9': 'grizzly',
'user10': 'baloo',
'user11': 'bungle',
'user12': 'fozzie',
'user13': 'huggy',
'user14': 'barnaby',
'user15': 'hair',
'user16': 'greppy'
```

Don't type this in! It should be available for you to edit in Ex5_4.py in the **labs** directory (or your home directory if on Linux).

Without altering the initial definition of the dictionary, write code that will implement the following changes:

- a) user14 no longer has a machine assigned.
- b) The name of user15's machine is changed to 'cinnamon'.
- c) user16 is leaving the company and a new user, user17 will be assigned his machine.
- d) user4, user5, and user6 are all leaving at the same time, but their machine names are to be stored in a list called **unallocated**. Hint: pop in a loop.
- e) user8 gets another machine called 'kodiak' in addition to the one they already have.
- f) Print a list of users with their machine in any order. Print each user/machine pair on a separate line.
- g) Print a list of unallocated machines, sorted alphabetically.
- 5. This exercise will compare various ways of accessing a list. The script Ex5_5.py creates a list called 'words' from a file of the same name. Each item in the list contains a single word. The script calls user-written functions to find the position of the word 'Zulu' in the list, each function using a different searching technique.

Each function is called several times in a loop, and timings are displayed. If you run the script right now, it should display zero times - your task is to write the search technique code.

Don't worry about the syntax for functions (**def**), we'll cover that later in the course, but make sure that the **global** statements are intact.



The **return** statement in a Python function allows us to return any object from the function (as it does in many other languages).

<u>IMPORTANT</u>: Your statements within the functions should - actually **must**, have consistent indentation (which is four spaces).

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a. Open the script Ex5_5.py using a text editor. Look for the comments marked ### TODO, these indicate where you are asked to add code.

The first function to complete is **brute_force()**. In this function, use a counting '**for**' loop to search sequentially for the word 'Zulu'. When found, break out of the loop and return the word's position, plus 1 (which is the line number in the file).

Run the script to test it. If you are unsure about the result, uncomment the print statement to display the line number returned: it should be 45400. That applies to most of the other parts to this exercise as well.

- b. The next function to complete is rather less code. Recall the **index()** method which may be called on a list. It returns the position of the first item found with the given value. Call this in the **index()** function, returning the position plus 1. Test the script, is **index()** faster than brute force?
- c. Just for fun (!) we'll now time the in keyword. We cannot get the line number from this, but it will be constructive in our comparisons of search methods. Return 1 if 'Zulu' is in words, and 0 if it is not.
- d. Here we would like you to create a dictionary called **words_dict** where the keys are the words, with each value being the position in the words list. Look for:

TODO: Create a dictionary called words_dict

A simple for loop will suffice for this. Notice that the dictionary creation should be after the **start_timer()** call. Now implement the **dictionary()** function to return the value for the key 'Zulu', plus 1.

Which technique wins? You might like to run the script several times to get more meaningful comparisons or increase the internal loop count (a global called LOOP_COUNT near the top of the script).

If time allows...

Try the timing test again but search for a word near the front of the list, for example "aback". What difference does it make?

You should see that the search mechanisms are faster but using a dictionary should take (more or less) the same time.

If time allows...

Note this exercise should be considered optional. It requires the **matplotlib** module which might not be installed if this course is not running at QA premises.



6. This exercise is a development of a previous optional exercise to show the trajectory of a projectile, ignoring air resistance. If you did not complete that exercise, take the code from **02 Fundamental variables/traj.py**.

We are going to plot the trajectory of a projectile onto a graph. You will need two lists, one called **x_axis** and one called **y_axis**.

Write a loop for values of x (horizontal distance travelled) from zero in increments of 0.5. Append each value of x to x_axis.

Within the loop, calculate a value for y (height of the projectile) for each increment of x, and append each value of y to y_axis.

Exit the loop, when y drops to zero or lower.

a. We're going to use the **matplotlib** module to plot the graph. You will need to ensure that **numpy** (a pre-requisite) and **matplotlib** are installed.

Here is the code to plot the graph:

import matplotlib.pyplot as pyplot

pyplot.ylabel('Height m')
pyplot.xlabel('Distance m')
pyplot.plot(x_axis, y_axis)
pyplot.show()

b. The graph is not very realistic because the x and y units are not the same base. Look at the pyplot method **ylim()** and figure out a limit for y that will show a realistic trajectory plot.



7. This exercise gives an example of iterating through a dictionary.

Write a program to calculate random share prices for some fictional companies and display them all continually, with a two second delay between each display.

Here is a skeleton, as in shareprices.py:

```
import time
import random
share_prices = {'Global Motors': 50,
               'Big Blue Inc.': 50,
               'Gates Software': 50,
               'Banana Computers': 50
# Update stock prices with random price changes
while True:
  # TODO: Iterate through the dictionary,
  # updating each share price (sp) to:
  \# \max(1.0, sp * (1 + ((random.random() - 0.5)/0.5) * 0.05))
  # TODO: print each company and its share price
  # Print a blank line between
  print()
  # pause for 2 seconds
  time.sleep(2)
```

Printing the company name and share price is an opportunity to practise your **format** statements!



Solutions

1. What's wrong with this?

```
cheese = ['Cheddar', 'Stilton', 'Cornish Yarg']
cheese += 'Oke'

If we print the variable cheese we see:
['Cheddar', 'Stilton', 'Cornish Yarg', 'O', 'k', 'e']

The string 'Oke' is a sequence and using += on a list has broken it down into its constituent parts. It should have been:
```

2. What's going on here? Can you explain the output?

```
tup = 'Hello'
print(len(tup))
```

cheese.append('Oke')

Prints 5

That should be no surprise, 5 is the number of characters in 'Hello'.

```
tup = 'Hello',
print(len(tup))
```

Prints 1

This is rather more surprising, but did you notice the trailing comma? That extra comma meant that we created a tuple. The **len()**built-in function then reported the number of items in that tuple, which is one.

3. The name of the function to use is random.randint() and the Pythonic solution is store the numbers in a set. Objects stored in sets are unique.

```
import random
lotto = set()  # Create an empty set.
while len(lotto) < 6:
  num = random.randint(1, 50)
  lotto.add(num)  # Add new number to set.
print("Lottery numbers = ", lotto)</pre>
```



4. There are several solutions, here's one:

```
machines = {'user100': 'yogi',
                 'userl': 'booboo',
                 'user2': 'rupert',
                 'user3': 'teddy',
                 'user4': 'care',
                 'user5': 'winnie',
                 'user6': 'sooty',
                 'user7': 'padders',
                 'user8': 'polar',
                 'user9': 'grizzly',
                 'user10': 'baloo',
                 'userll': 'bungle',
                 'user12': 'fozzie',
                 'user13': 'huggy',
                 'user14': 'barnaby',
                 'user15': 'hair',
                 'user16': 'greppy'}
```

- a) user14 no longer has a machine assigned. machines['user14'] = None
- b) The name of user15's machine is changed to 'cinnamon'. machines['user15'] = 'cinnamon'
- c) user16 is leaving the company, and a new user, user17, will be assigned his machine

```
machines['user17'] = machines['user16'] del machines['user16']
```

d) user4, user5, and user6 are all leaving at exactly the same time, but their machine names are to be stored in a list called unallocated.

```
unallocated = []
for user in ('user4', 'user5', 'user6'):
    unallocated += [machines.pop(user)]
```

e) user8 gets another machine called 'kodiak' in addition to the one they already have.

```
machines['user8'] = [machines['user8'], 'kodiak']
```

f) Print a list of all the users, with their machines, in any order.



for kv in machines.items(): print(kv)

- g) Print a list of unallocated machines, sorted alphabetically. print ("Unallocated machines: ", sorted(unallocated))
- 5. These are our results; yours will be different because you will be running on different hardware.

Brute_force : 1.217 seconds Index : 0.265 seconds In : 0.234 seconds Dictionary : 0.031 seconds

Several methods offer an improved access time. Remember though that using a dictionary requires a preamble overhead which may only be worth the effort with many searches. The figures are also data-dependant; longer search keys will influence performance.



The code is as follows:

```
# TODO: USER FUNCTIONS
# Each function should return the line number
def brute_force():
  for pos in range(0, len(words)):
    if words[pos] == 'Zulu':
     break
  # return the line number
  return pos + 1
Here is an alternative implementation of brute_force, using enumerate:
def brute_force2():
  for pos, word in enumerate(words):
   if word == 'Zulu':
     break
  # return the line number
  return pos + 1
The timings are the same as using range, but it is more Pythonic.
defindex():
  return words.index('Zulu') + 1
def dictionary():
  return words_dict['Zulu'] + 1
# Create a dictionary from the words list
start_timer()
# TODO: Create a dictionary called words_dict
for key in words:
  words_dict[key] = i
  i += ]
for i in range(0, LOOP_COUNT):
  line = dictionary()
```



```
end_timer('Dictionary')
print('Dictionary line number:', line)
line = 0
```

If time allows...

Question 6

```
from math import pi, tan, cos
import matplotlib.pyplot as pyplot
q = 9.81
              # Acceleration due to gravity m/s squared.
                     # The initial velocity m/s.
v0 = 44
theta = 80 * pi/180 # The elevation angle in radians.
            # The horizontal distance travelled.
x = 0.5
             # The height of the barrel (m).
y0 = 1
# Initial values for the graphic.
y = y0
X = 0.0
x_axis = []
y_axis = []
while y > 0:
  X = X + O.1
  y = (yO + x*tan(theta))
        -(g * x**2))/(2 * ((v0 * cos(theta))**2))
  print('x = {:.1f}m, y = {:1f}m'.format(x, y))
  x_axis.append(x)
  y_axis.append(y)
# Graph.
pyplot.ylabel('Height m')
pyplot.xlabel('Distance m')
# Optional realism.
pyplot.ylim(-1, max(max(x_axis), max(y_axis)))
pyplot.plot(x_axis, y_axis)
pyplot.show()
```



Question 7