

# Python

## Slicing

Lists, strings, and tuples are all *sequences*

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Can be indexed by integers in the range  $0 \dots \text{len}(X) - 1$

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Can be indexed by integers in the range  $0 \dots \text{len}(X) - 1$

Can also be *sliced* using a range of indices

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Can be indexed by integers in the range  $0 \dots \text{len}(X) - 1$

Can also be *sliced* using a range of indices

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

0	1	2	3	4	5	6	7
u	r	a	n	i	u	m	
-7	-6	-5	-4	-3	-2	-1	

Lists, strings, and tuples are all *sequences*

Can be indexed by integers in the range  $0 \dots \text{len}(X) - 1$

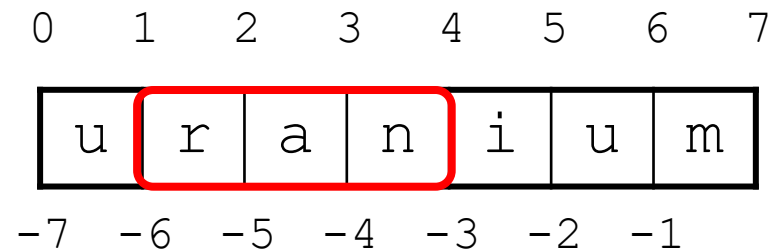
Can also be *sliced* using a range of indices

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

```
>>> print(element[1:4])
```

*ran*

```
>>>
```



Lists, strings, and tuples are all *sequences*

Can be indexed by integers in the range  $0 \dots \text{len}(X) - 1$

Can also be *sliced* using a range of indices

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

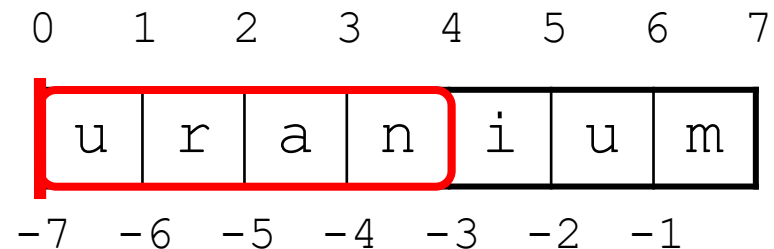
```
>>> print(element[1:4])
```

```
uran
```

```
>>> print(element[:4])
```

```
uran
```

```
>>>
```



Lists, strings, and tuples are all *sequences*

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Can also be *sliced* using a range of indices

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

```
>>> print(element[1:4])
```

```
ran
```

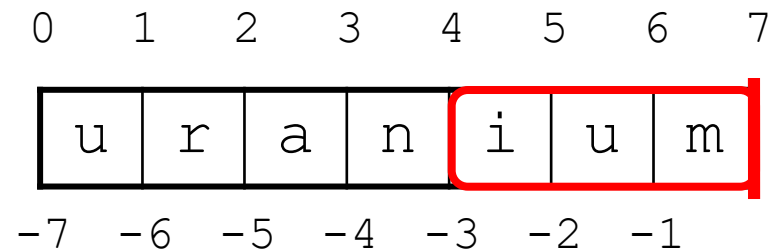
```
>>> print(element[:4])
```

```
uran
```

```
>>> print(element[4:])
```

```
ium
```

```
>>>
```





Lists, strings, and tuples are all *sequences*

Can be indexed by integers in the range  $0 \dots \text{len}(X) - 1$

Can also be *sliced* using a range of indices

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

```
>>> print(element[1:4])
```

```
uran
```

```
>>> print(element[:4])
```

```
uran
```

```
>>> print(element[4:])
```

```
ium
```

```
>>> print(element[-4:])
```

```
nium
```

```
>>>
```

0	1	2	3	4	5	6	7
u	r	a	n	i	u	m	
-7	-6	-5	-4	-3	-2	-1	

# Python checks bounds when indexing

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But truncates when slicing

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## But truncates when slicing

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

0	1	2	3	4	5	6	7
u	r	a	n	i	u	m	
-	-	-	-	-	-	-	
7	6	5	4	3	2	1	

# Python checks bounds when indexing

## But truncates when slicing

```
>>> element = 'uranium'  
>>> print(element[400])
```

*IndexError: string index out of range*

```
>>>
```

0	1	2	3	4	5	6	7
u	r	a	n	i	u	m	
-	-	-	-	-	-	-	
7	6	5	4	3	2	1	

# Python checks bounds when indexing

## But truncates when slicing

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

```
>>> print(element[400])
```

*IndexError: string index out of range*

```
>>> print(element[1:400])
```

*ranium*

```
>>>
```

0	1	2	3	4	5	6	7
u	r	a	n	i	u	m	
-	-	-	-	-	-	-	
7	6	5	4	3	2	1	

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

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

`' '`

`' '`

`'a'`

`' '`

`'ab'`

`'b'`

`'abc'`

`'bc'`

`'abcdef'`

`'bc'`



# Slicing always creates a new collection

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## Beware of aliasing

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

# Slicing always creates a new collection

## Beware of aliasing

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

# Slicing always creates a new collection

## Beware of aliasing

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

# Slicing always creates a new collection

## Beware of aliasing

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

# Slicing always creates a new collection

## Beware of 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]]
>>>
```

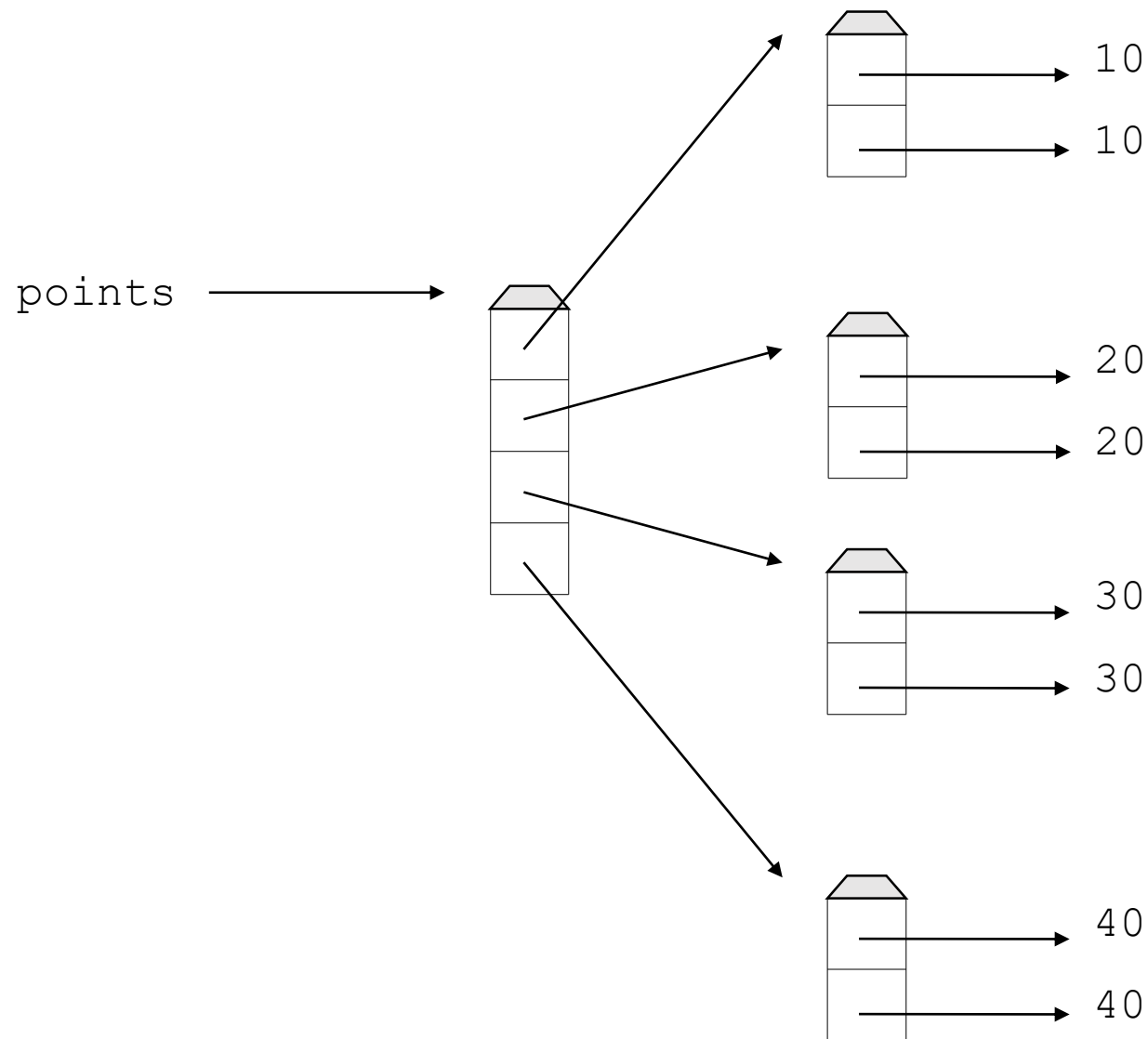
# Slicing always creates a new collection

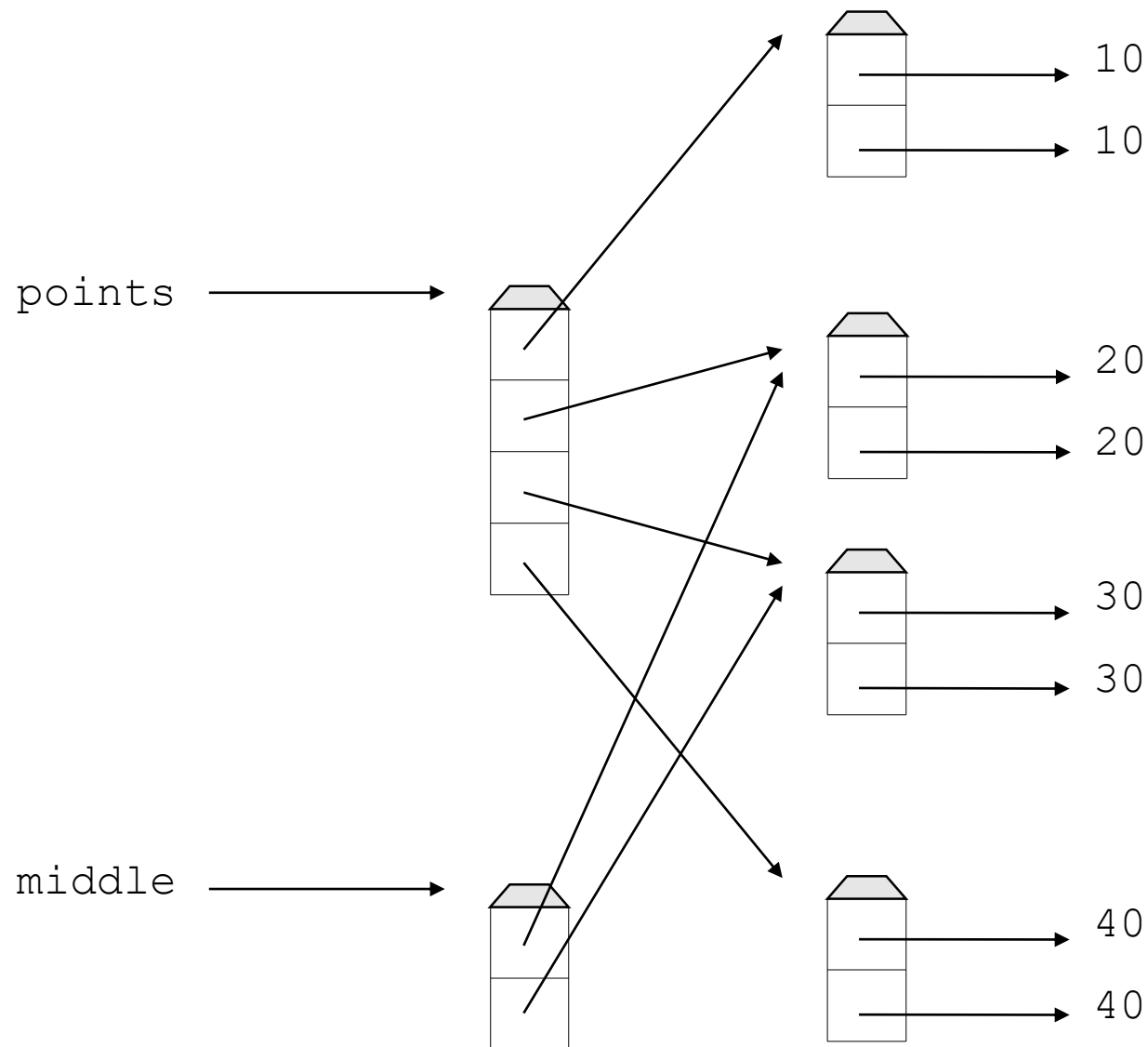
## Beware of aliasing

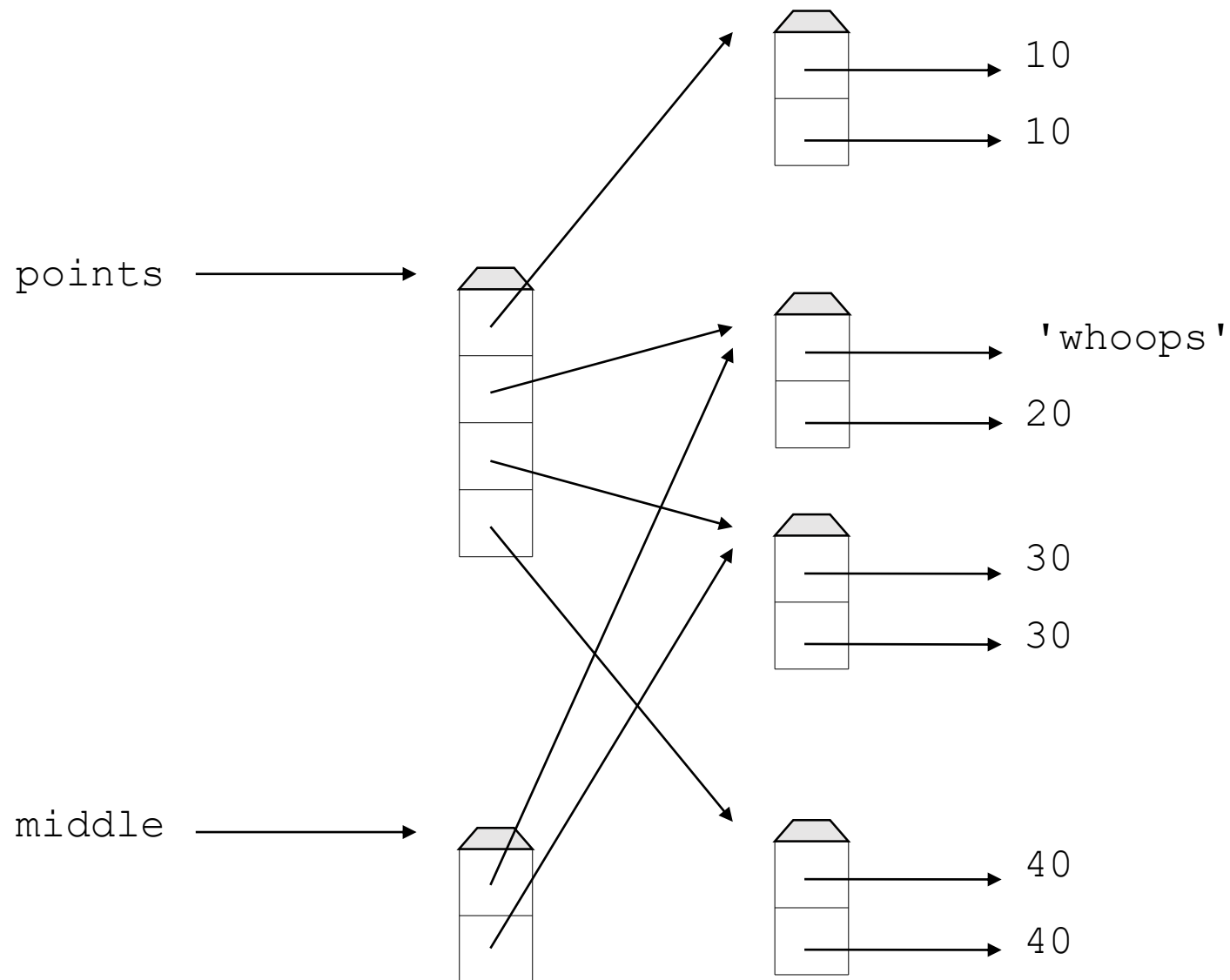
```
>>> points = [[10, 10], [20, 20], [30, 30], [40, 40]]
>>> middle = points[1:-1]
>>> middle[0][0] = 'whoops'
>>> middle[1][0] = 'aliasing'
>>> print(middle)
[['whoops', 20], ['aliasing', 30]]
>>> print(points)
[[10, 10], ['whoops', 20], ['aliasing', 30], [40, 40]]
>>>
```

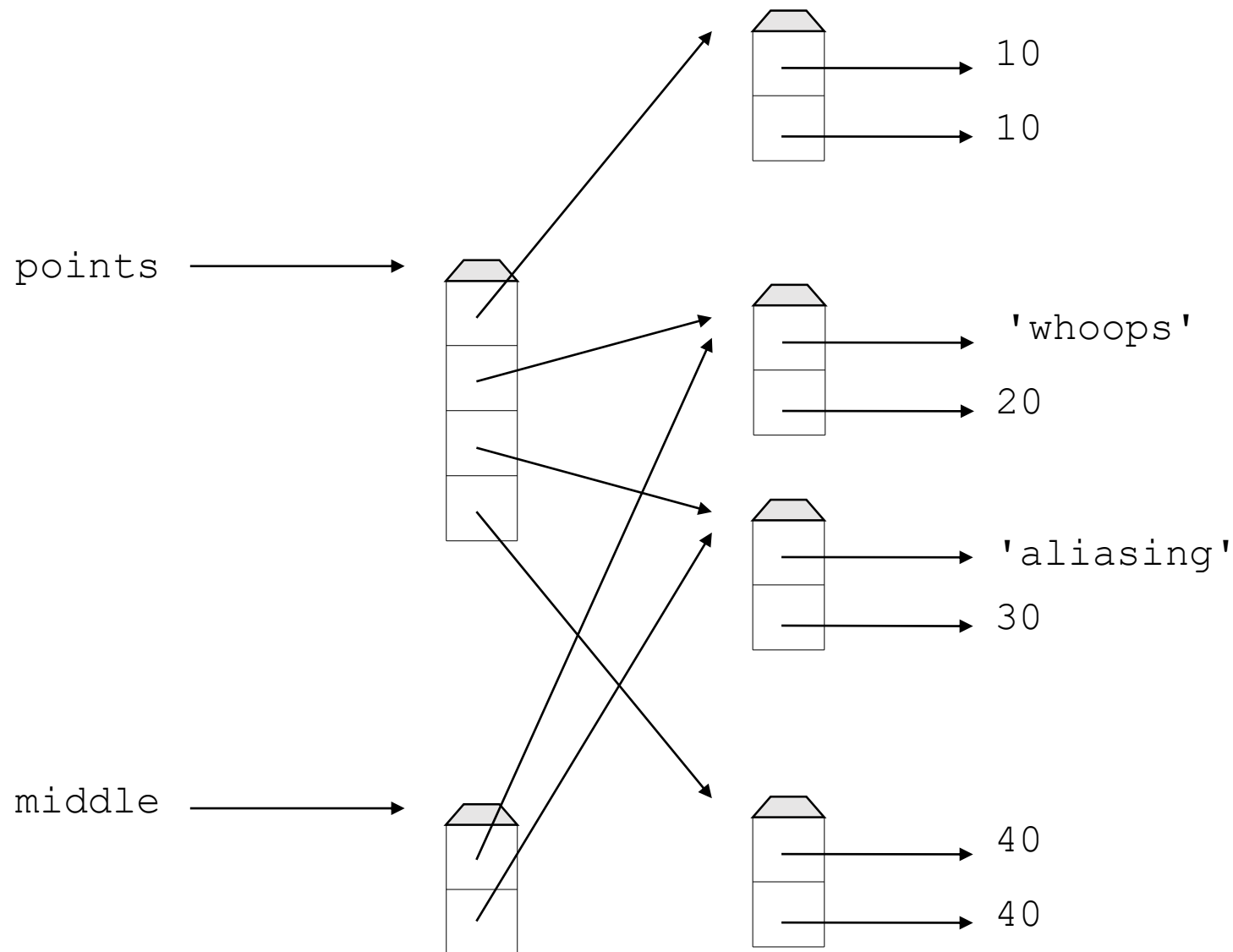


# STOP HERE











created by

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