Ch09-2-Built-in-DataStructures

August 7, 2020

1 Built-in Data Structures and Collections

- all builtin functions are listed here with examples: https://docs.python.org/3/library/functions.html

1.1 built-in ** zip() ** function

- built-in zip function can help us quickly create list of tuples and then a dictionary

[72]:
```
help(zip)
```

```
Help on class zip in module builtins:

class zip(object)
 |  zip(iter1 [,iter2 […]]) --> zip object
 |
 |  Return a zip object whose .__next__() method returns a tuple where
 |  the i-th element comes from the i-th iterable argument.  The .__next__()
 |  method continues until the shortest iterable in the argument sequence
 |  is exhausted and then it raises StopIteration.
 |
 |  Methods defined here:
 |
 |  __getattribute__(self, name, /)
 |      Return getattr(self, name).
 |
 |  __iter__(self, /)
 |      Implement iter(self).
 |
 |  __next__(self, /)
 |      Implement next(self).
 |
 |  __reduce__(…)
 |      Return state information for pickling.
 |
 |  ----------------------------------------------------------------------
 |  Static methods defined here:
 |
 |  __new__(*args, **kwargs) from builtins.type
```

```
|      Create and return a new object.  See help(type) for accurate signature.
```

[78]:
```
zdata = zip([1, 2, 3], ('a', 'b', 'c'))
```

[79]:
```
alist = list(zdata)
```

[80]:
```
alist
```

[80]:
```
[(1, 'a'), (2, 'b'), (3, 'c')]
```

[81]:
```
# create dict
adict = dict(alist)
print(adict)
```

```
{1: 'a', 2: 'b', 3: 'c'}
```

1.2 exercise

Create a dict that maps lowercase alphabets to integers, e.g., a maps to 1, b maps to 2, ..., z maps to 26 and print it

[82]:
```
import string
lettersToDigits = dict(zip(string.ascii_lowercase, range(1, 27)))
```

[83]:
```
print(lettersToDigits)
```

```
{'a': 1, 'b': 2, 'c': 3, 'd': 4, 'e': 5, 'f': 6, 'g': 7, 'h': 8, 'i': 9, 'j':
10, 'k': 11, 'l': 12, 'm': 13, 'n': 14, 'o': 15, 'p': 16, 'q': 17, 'r': 18, 's':
19, 't': 20, 'u': 21, 'v': 22, 'w': 23, 'x': 24, 'y': 25, 'z': 26}
```

1.3 Set Types - set, frozenset

- https://docs.python.org/3/library/stdtypes.html#set
- as set object is an unordered collection of distinct hashable objects
- set is mutable
- frozenset is immutable

[5]:
```
# create aset from a list
aset = set([1, 2, 1, 3, 'hello', 'hi', 3])
```

[6]:
```
# check the length of aset
len(aset)
```

[6]:
```
5
```

[7]:
```
print(aset)
```

```
{1, 2, 3, 'hi', 'hello'}
```

[8]:
```
# membership test
'hi' in aset
```

[8]: True

[9]:
```
'Hi' in aset
```

[9]: False

[11]:
```
# see all the methods in set
help(set)
```

```
Help on class set in module builtins:

class set(object)
 |  set() -> new empty set object
 |  set(iterable) -> new set object
 |
 |  Build an unordered collection of unique elements.
 |
 |  Methods defined here:
 |
 |  __and__(self, value, /)
 |      Return self&value.
 |
 |  __contains__(…)
 |      x.__contains__(y) <==> y in x.
 |
 |  __eq__(self, value, /)
 |      Return self==value.
 |
 |  __ge__(self, value, /)
 |      Return self>=value.
 |
 |  __getattribute__(self, name, /)
 |      Return getattr(self, name).
 |
 |  __gt__(self, value, /)
 |      Return self>value.
 |
 |  __iand__(self, value, /)
 |      Return self&=value.
 |
 |  __init__(self, /, *args, **kwargs)
 |      Initialize self.  See help(type(self)) for accurate signature.
 |
 |  __ior__(self, value, /)
```

```
|      Return self|=value.
|
|  __isub__(self, value, /)
|      Return self-=value.
|
|  __iter__(self, /)
|      Implement iter(self).
|
|  __ixor__(self, value, /)
|      Return self^=value.
|
|  __le__(self, value, /)
|      Return self<=value.
|
|  __len__(self, /)
|      Return len(self).
|
|  __lt__(self, value, /)
|      Return self<value.
|
|  __ne__(self, value, /)
|      Return self!=value.
|
|  __or__(self, value, /)
|      Return self|value.
|
|  __rand__(self, value, /)
|      Return value&self.
|
|  __reduce__(…)
|      Return state information for pickling.
|
|  __repr__(self, /)
|      Return repr(self).
|
|  __ror__(self, value, /)
|      Return value|self.
|
|  __rsub__(self, value, /)
|      Return value-self.
|
|  __rxor__(self, value, /)
|      Return value^self.
|
|  __sizeof__(…)
|      S.__sizeof__() -> size of S in memory, in bytes
|
|  __sub__(self, value, /)
```

```
|      Return self-value.
|
|  __xor__(self, value, /)
|      Return self^value.
|
|  add(…)
|      Add an element to a set.
|
|      This has no effect if the element is already present.
|
|  clear(…)
|      Remove all elements from this set.
|
|  copy(…)
|      Return a shallow copy of a set.
|
|  difference(…)
|      Return the difference of two or more sets as a new set.
|
|      (i.e. all elements that are in this set but not the others.)
|
|  difference_update(…)
|      Remove all elements of another set from this set.
|
|  discard(…)
|      Remove an element from a set if it is a member.
|
|      If the element is not a member, do nothing.
|
|  intersection(…)
|      Return the intersection of two sets as a new set.
|
|      (i.e. all elements that are in both sets.)
|
|  intersection_update(…)
|      Update a set with the intersection of itself and another.
|
|  isdisjoint(…)
|      Return True if two sets have a null intersection.
|
|  issubset(…)
|      Report whether another set contains this set.
|
|  issuperset(…)
|      Report whether this set contains another set.
|
|  pop(…)
|      Remove and return an arbitrary set element.
```

```
|      Raises KeyError if the set is empty.
|
|  remove(…)
|      Remove an element from a set; it must be a member.
|
|      If the element is not a member, raise a KeyError.
|
|  symmetric_difference(…)
|      Return the symmetric difference of two sets as a new set.
|
|      (i.e. all elements that are in exactly one of the sets.)
|
|  symmetric_difference_update(…)
|      Update a set with the symmetric difference of itself and another.
|
|  union(…)
|      Return the union of sets as a new set.
|
|      (i.e. all elements that are in either set.)
|
|  update(…)
|      Update a set with the union of itself and others.
|
|  ----------------------------------------------------------------------
|  Static methods defined here:
|
|  __new__(*args, **kwargs) from builtins.type
|      Create and return a new object.  See help(type) for accurate signature.
|
|  ----------------------------------------------------------------------
|  Data and other attributes defined here:
|
|  __hash__ = None
```

[12]:
```
aset.add(100)
```

[13]:
```
aset
```

[13]:
```
{1, 100, 2, 3, 'hello', 'hi'}
```

[16]:
```
# add 100 again; no effect as 100 already is a member of aset
aset.add(100)
```

[15]:
```
aset
```

[15]:
```
{1, 100, 2, 3, 'hello', 'hi'}
```

[17]:
```
bset = frozenset(aset)
```

[18]:
```
bset
```

[18]:
```
frozenset({1, 100, 2, 3, 'hello', 'hi'})
```

[20]:
```
help(frozenset)
```

```
Help on class frozenset in module builtins:

class frozenset(object)
 |  frozenset() -> empty frozenset object
 |  frozenset(iterable) -> frozenset object
 |
 |  Build an immutable unordered collection of unique elements.
 |
 |  Methods defined here:
 |
 |  __and__(self, value, /)
 |      Return self&value.
 |
 |  __contains__(…)
 |      x.__contains__(y) <==> y in x.
 |
 |  __eq__(self, value, /)
 |      Return self==value.
 |
 |  __ge__(self, value, /)
 |      Return self>=value.
 |
 |  __getattribute__(self, name, /)
 |      Return getattr(self, name).
 |
 |  __gt__(self, value, /)
 |      Return self>value.
 |
 |  __hash__(self, /)
 |      Return hash(self).
 |
 |  __iter__(self, /)
 |      Implement iter(self).
 |
 |  __le__(self, value, /)
 |      Return self<=value.
 |
 |  __len__(self, /)
 |      Return len(self).
```

```
|
|  __lt__(self, value, /)
|      Return self<value.
|
|  __ne__(self, value, /)
|      Return self!=value.
|
|  __or__(self, value, /)
|      Return self|value.
|
|  __rand__(self, value, /)
|      Return value&self.
|
|  __reduce__(…)
|      Return state information for pickling.
|
|  __repr__(self, /)
|      Return repr(self).
|
|  __ror__(self, value, /)
|      Return value|self.
|
|  __rsub__(self, value, /)
|      Return value-self.
|
|  __rxor__(self, value, /)
|      Return value^self.
|
|  __sizeof__(…)
|      S.__sizeof__() -> size of S in memory, in bytes
|
|  __sub__(self, value, /)
|      Return self-value.
|
|  __xor__(self, value, /)
|      Return self^value.
|
|  copy(…)
|      Return a shallow copy of a set.
|
|  difference(…)
|      Return the difference of two or more sets as a new set.
|
|      (i.e. all elements that are in this set but not the others.)
|
|  intersection(…)
|      Return the intersection of two sets as a new set.
|
```

```
|      (i.e. all elements that are in both sets.)
|
|  isdisjoint(…)
|      Return True if two sets have a null intersection.
|
|  issubset(…)
|      Report whether another set contains this set.
|
|  issuperset(…)
|      Report whether this set contains another set.
|
|  symmetric_difference(…)
|      Return the symmetric difference of two sets as a new set.
|
|      (i.e. all elements that are in exactly one of the sets.)
|
|  union(…)
|      Return the union of sets as a new set.
|
|      (i.e. all elements that are in either set.)
|
|  ----------------------------------------------------------------------
|  Static methods defined here:
|
|  __new__(*args, **kwargs) from builtins.type
|      Create and return a new object.  See help(type) for accurate signature.
```

[22]:
```
intersection = bset.intersection(aset)
```

[23]:
```
intersection
```

[23]:
```
frozenset({1, 100, 2, 3, 'hello', 'hi'})
```

[24]:
```
cset = aset.copy()
```

[25]:
```
cset.add(500)
```

[26]:
```
print(cset.intersection(aset))
```

```
{1, 2, 3, 100, 'hi', 'hello'}
```

[27]:
```
cset.union(aset)
```

[27]:
```
{1, 100, 2, 3, 500, 'hello', 'hi'}
```

1.4 Collections

https://docs.python.org/3/library/collections.html#module-collections

1.5 deque

- list-like container with fast appends and pops on either end

[28]:
```
from collections import deque
```

[30]:
```
a = deque([10, 20, 30])
```

[33]:
```
# add 1 to the right side of the queue
a.append(1)
```

[32]:
```
a
```

[32]:
```
deque([10, 20, 30, 1])
```

[37]:
```
# add -1 to the left side of the queue
a.appendleft(-1)
```

[35]:
```
a
```

[35]:
```
deque([-1, 10, 20, 30, 1, 1])
```

[36]:
```
help(deque)
```

```
Help on class deque in module collections:

class deque(builtins.object)
 |  deque([iterable[, maxlen]]) --> deque object
 |
 |  A list-like sequence optimized for data accesses near its endpoints.
 |
 |  Methods defined here:
 |
 |  __add__(self, value, /)
 |      Return self+value.
 |
 |  __bool__(self, /)
 |      self != 0
 |
 |  __contains__(self, key, /)
 |      Return key in self.
 |
 |  __copy__(…)
 |      Return a shallow copy of a deque.
 |
```

```
|  __delitem__(self, key, /)
|      Delete self[key].
|
|  __eq__(self, value, /)
|      Return self==value.
|
|  __ge__(self, value, /)
|      Return self>=value.
|
|  __getattribute__(self, name, /)
|      Return getattr(self, name).
|
|  __getitem__(self, key, /)
|      Return self[key].
|
|  __gt__(self, value, /)
|      Return self>value.
|
|  __iadd__(self, value, /)
|      Implement self+=value.
|
|  __imul__(self, value, /)
|      Implement self*=value.
|
|  __init__(self, /, *args, **kwargs)
|      Initialize self.  See help(type(self)) for accurate signature.
|
|  __iter__(self, /)
|      Implement iter(self).
|
|  __le__(self, value, /)
|      Return self<=value.
|
|  __len__(self, /)
|      Return len(self).
|
|  __lt__(self, value, /)
|      Return self<value.
|
|  __mul__(self, value, /)
|      Return self*value.
|
|  __ne__(self, value, /)
|      Return self!=value.
|
|  __reduce__(…)
|      Return state information for pickling.
|
```

```
 |  __repr__(self, /)
 |      Return repr(self).
 |
 |  __reversed__(…)
 |      D.__reversed__() -- return a reverse iterator over the deque
 |
 |  __rmul__(self, value, /)
 |      Return value*self.
 |
 |  __setitem__(self, key, value, /)
 |      Set self[key] to value.
 |
 |  __sizeof__(…)
 |      D.__sizeof__() -- size of D in memory, in bytes
 |
 |  append(…)
 |      Add an element to the right side of the deque.
 |
 |  appendleft(…)
 |      Add an element to the left side of the deque.
 |
 |  clear(…)
 |      Remove all elements from the deque.
 |
 |  copy(…)
 |      Return a shallow copy of a deque.
 |
 |  count(…)
 |      D.count(value) -> integer -- return number of occurrences of value
 |
 |  extend(…)
 |      Extend the right side of the deque with elements from the iterable
 |
 |  extendleft(…)
 |      Extend the left side of the deque with elements from the iterable
 |
 |  index(…)
 |      D.index(value, [start, [stop]]) -> integer -- return first index of
value.
 |      Raises ValueError if the value is not present.
 |
 |  insert(…)
 |      D.insert(index, object) -- insert object before index
 |
 |  pop(…)
 |      Remove and return the rightmost element.
 |
 |  popleft(…)
```

```
 |      Remove and return the leftmost element.
 |
 |  remove(…)
 |      D.remove(value) -- remove first occurrence of value.
 |
 |  reverse(…)
 |      D.reverse() -- reverse *IN PLACE*
 |
 |  rotate(…)
 |      Rotate the deque n steps to the right (default n=1).  If n is negative,
rotates left.
 |
 |  ----------------------------------------------------------------------
 |  Static methods defined here:
 |
 |  __new__(*args, **kwargs) from builtins.type
 |      Create and return a new object.  See help(type) for accurate signature.
 |
 |  ----------------------------------------------------------------------
 |  Data descriptors defined here:
 |
 |  maxlen
 |      maximum size of a deque or None if unbounded
 |
 |  ----------------------------------------------------------------------
 |  Data and other attributes defined here:
 |
 |  __hash__ = None
```

1.6 defaultdict

- dict subclass that calls a factory function to supply missing values

[38]:
```
from collections import defaultdict
```

[39]:
```
dd = defaultdict(int) # use 0 value to supply for missing key
```

[47]:
```
# increment value of key 'a' by 1
dd['a'] += 1
```

[48]:
```
dd
```

[48]:
```
defaultdict(int, {'a': 5})
```

1.7 OrderedDict

- dict subclass that remembers the order entries were added

[50]:
```
from collections import OrderedDict
```

[52]:
```
od = OrderedDict([(1, 'one'), (2, 'two'), (3, 'three')])
```

[53]:
```
od
```

[53]:
```
OrderedDict([(1, 'one'), (2, 'two'), (3, 'three')])
```

[54]:
```
od[100] = 'hundred'
```

[55]:
```
od[-1] = 'negative one'
```

[56]:
```
od
```

[56]:
```
OrderedDict([(1, 'one'),
             (2, 'two'),
             (3, 'three'),
             (100, 'hundred'),
             (-1, 'negative one')])
```

[57]:
```
help(OrderedDict)
```

```
Help on class OrderedDict in module collections:

class OrderedDict(builtins.dict)
 |  Dictionary that remembers insertion order
 |
 |  Method resolution order:
 |      OrderedDict
 |      builtins.dict
 |      builtins.object
 |
 |  Methods defined here:
 |
 |  __delitem__(self, key, /)
 |      Delete self[key].
 |
 |  __eq__(self, value, /)
 |      Return self==value.
 |
 |  __ge__(self, value, /)
 |      Return self>=value.
 |
 |  __gt__(self, value, /)
 |      Return self>value.
 |
 |  __init__(self, /, *args, **kwargs)
```

```
|      Initialize self.  See help(type(self)) for accurate signature.
|
|  __iter__(self, /)
|      Implement iter(self).
|
|  __le__(self, value, /)
|      Return self<=value.
|
|  __lt__(self, value, /)
|      Return self<value.
|
|  __ne__(self, value, /)
|      Return self!=value.
|
|  __reduce__(…)
|      Return state information for pickling
|
|  __repr__(self, /)
|      Return repr(self).
|
|  __reversed__(…)
|      od.__reversed__() <==> reversed(od)
|
|  __setitem__(self, key, value, /)
|      Set self[key] to value.
|
|  __sizeof__(…)
|      D.__sizeof__() -> size of D in memory, in bytes
|
|  clear(…)
|      od.clear() -> None.  Remove all items from od.
|
|  copy(…)
|      od.copy() -> a shallow copy of od
|
|  items(…)
|      D.items() -> a set-like object providing a view on D's items
|
|  keys(…)
|      D.keys() -> a set-like object providing a view on D's keys
|
|  move_to_end(self, /, key, last=True)
|      Move an existing element to the end (or beginning if last is false).
|
|      Raise KeyError if the element does not exist.
|
|  pop(…)
|      od.pop(k[,d]) -> v, remove specified key and return the corresponding
```

```
 |      value.  If key is not found, d is returned if given, otherwise KeyError
 |      is raised.
 |
 |  popitem(self, /, last=True)
 |      Remove and return a (key, value) pair from the dictionary.
 |
 |      Pairs are returned in LIFO order if last is true or FIFO order if false.
 |
 |  setdefault(self, /, key, default=None)
 |      Insert key with a value of default if key is not in the dictionary.
 |
 |      Return the value for key if key is in the dictionary, else default.
 |
 |  update(…)
 |      D.update([E, ]**F) -> None.  Update D from dict/iterable E and F.
 |      If E is present and has a .keys() method, then does:  for k in E: D[k] =
E[k]
 |      If E is present and lacks a .keys() method, then does:  for k, v in E:
D[k] = v
 |      In either case, this is followed by: for k in F:  D[k] = F[k]
 |
 |  values(…)
 |      D.values() -> an object providing a view on D's values
 |
 |  ----------------------------------------------------------------------
 |  Class methods defined here:
 |
 |  fromkeys(iterable, value=None) from builtins.type
 |      Create a new ordered dictionary with keys from iterable and values set
to value.
 |
 |  ----------------------------------------------------------------------
 |  Data descriptors defined here:
 |
 |  __dict__
 |
 |  ----------------------------------------------------------------------
 |  Data and other attributes defined here:
 |
 |  __hash__ = None
 |
 |  ----------------------------------------------------------------------
 |  Methods inherited from builtins.dict:
 |
 |  __contains__(self, key, /)
 |      True if the dictionary has the specified key, else False.
 |
 |  __getattribute__(self, name, /)
```

```
|      Return getattr(self, name).
|
|  __getitem__(…)
|      x.__getitem__(y) <==> x[y]
|
|  __len__(self, /)
|      Return len(self).
|
|  get(self, key, default=None, /)
|      Return the value for key if key is in the dictionary, else default.
|
|  ----------------------------------------------------------------------
|  Static methods inherited from builtins.dict:
|
|  __new__(*args, **kwargs) from builtins.type
|      Create and return a new object.  See help(type) for accurate signature.
```

1.8 exercise

Create a dict that maps lowercase alphabets to their corresponding ASCII values , e.g., a maps to 97, b maps to 98, …, z maps to 122 and print the dictionary in alphabetical order

[85]:
```
import string
lettersToDigits = dict(zip(string.ascii_lowercase, range(ord('a'), ord('z')+1)))
```

[86]:
```
print(lettersToDigits)
```

```
{'a': 97, 'b': 98, 'c': 99, 'd': 100, 'e': 101, 'f': 102, 'g': 103, 'h': 104,
'i': 105, 'j': 106, 'k': 107, 'l': 108, 'm': 109, 'n': 110, 'o': 111, 'p': 112,
'q': 113, 'r': 114, 's': 115, 't': 116, 'u': 117, 'v': 118, 'w': 119, 'x': 120,
'y': 121, 'z': 122}
```

1.9 Counter

- dict subclass for counting hashable objects

[59]:
```
from collections import Counter
```

[60]:
```
c = Counter('apple') # a new counter from an iterable
```

[61]:
```
c
```

[61]:
```
Counter({'a': 1, 'p': 2, 'l': 1, 'e': 1})
```

[62]:
```
# counter from iterable
d = Counter(['apple', 'apple', 'ball'])
```

[63]:
```
d
```

[63]:
```
Counter({'apple': 2, 'ball': 1})
```

[64]:
```
e = Counter({'apple': 10, 'ball': 20}) # counter from mapping
```

[65]:
```
e
```

[65]:
```
Counter({'apple': 10, 'ball': 20})
```

[66]:
```
f = c+e
```

[67]:
```
f
```

[67]:
```
Counter({'a': 1, 'p': 2, 'l': 1, 'e': 1, 'apple': 10, 'ball': 20})
```

[68]:
```
f = f+d
```

[69]:
```
f
```

[69]:
```
Counter({'a': 1, 'p': 2, 'l': 1, 'e': 1, 'apple': 12, 'ball': 21})
```

[70]:
```
f.most_common()
```

[70]:
```
[('ball', 21), ('apple', 12), ('p', 2), ('a', 1), ('l', 1), ('e', 1)]
```

[71]:
```
help(Counter)
```

```
Help on class Counter in module collections:

class Counter(builtins.dict)
 |  Counter(*args, **kwds)
 |
 |  Dict subclass for counting hashable items.  Sometimes called a bag
 |  or multiset.  Elements are stored as dictionary keys and their counts
 |  are stored as dictionary values.
 |
 |  >>> c = Counter('abcdeabcdabcaba')  # count elements from a string
 |
 |  >>> c.most_common(3)                # three most common elements
 |  [('a', 5), ('b', 4), ('c', 3)]
 |  >>> sorted(c)                       # list all unique elements
 |  ['a', 'b', 'c', 'd', 'e']
 |  >>> ''.join(sorted(c.elements()))   # list elements with repetitions
 |  'aaaaabbbbcccdde'
 |  >>> sum(c.values())                 # total of all counts
 |  15
```

```
|
|  >>> c['a']                          # count of letter 'a'
|  5
|  >>> for elem in 'shazam':           # update counts from an iterable
|  …     c[elem] += 1                # by adding 1 to each element's count
|  >>> c['a']                          # now there are seven 'a'
|  7
|  >>> del c['b']                      # remove all 'b'
|  >>> c['b']                          # now there are zero 'b'
|  0
|
|  >>> d = Counter('simsalabim')       # make another counter
|  >>> c.update(d)                     # add in the second counter
|  >>> c['a']                          # now there are nine 'a'
|  9
|
|  >>> c.clear()                       # empty the counter
|  >>> c
|  Counter()
|
|  Note:  If a count is set to zero or reduced to zero, it will remain
|  in the counter until the entry is deleted or the counter is cleared:
|
|  >>> c = Counter('aaabbc')
|  >>> c['b'] -= 2                     # reduce the count of 'b' by two
|  >>> c.most_common()                 # 'b' is still in, but its count is zero
|  [('a', 3), ('c', 1), ('b', 0)]
|
|  Method resolution order:
|      Counter
|      builtins.dict
|      builtins.object
|
|  Methods defined here:
|
|  __add__(self, other)
|      Add counts from two counters.
|
|      >>> Counter('abbb') + Counter('bcc')
|      Counter({'b': 4, 'c': 2, 'a': 1})
|
|  __and__(self, other)
|      Intersection is the minimum of corresponding counts.
|
|      >>> Counter('abbb') & Counter('bcc')
|      Counter({'b': 1})
|
|  __delitem__(self, elem)
```

```
 |      Like dict.__delitem__() but does not raise KeyError for missing values.
 |
 |  __iadd__(self, other)
 |      Inplace add from another counter, keeping only positive counts.
 |
 |      >>> c = Counter('abbb')
 |      >>> c += Counter('bcc')
 |      >>> c
 |      Counter({'b': 4, 'c': 2, 'a': 1})
 |
 |  __iand__(self, other)
 |      Inplace intersection is the minimum of corresponding counts.
 |
 |      >>> c = Counter('abbb')
 |      >>> c &= Counter('bcc')
 |      >>> c
 |      Counter({'b': 1})
 |
 |  __init__(*args, **kwds)
 |      Create a new, empty Counter object.  And if given, count elements
 |      from an input iterable.  Or, initialize the count from another mapping
 |      of elements to their counts.
 |
 |      >>> c = Counter()                           # a new, empty counter
 |      >>> c = Counter('gallahad')                 # a new counter from an
iterable
 |      >>> c = Counter({'a': 4, 'b': 2})          # a new counter from a
mapping
 |      >>> c = Counter(a=4, b=2)                   # a new counter from keyword
args
 |
 |  __ior__(self, other)
 |      Inplace union is the maximum of value from either counter.
 |
 |      >>> c = Counter('abbb')
 |      >>> c |= Counter('bcc')
 |      >>> c
 |      Counter({'b': 3, 'c': 2, 'a': 1})
 |
 |  __isub__(self, other)
 |      Inplace subtract counter, but keep only results with positive counts.
 |
 |      >>> c = Counter('abbbc')
 |      >>> c -= Counter('bccd')
 |      >>> c
 |      Counter({'b': 2, 'a': 1})
 |
 |  __missing__(self, key)
```

```
|      The count of elements not in the Counter is zero.
|
|  __neg__(self)
|      Subtracts from an empty counter.  Strips positive and zero counts,
|      and flips the sign on negative counts.
|
|  __or__(self, other)
|      Union is the maximum of value in either of the input counters.
|
|      >>> Counter('abbb') | Counter('bcc')
|      Counter({'b': 3, 'c': 2, 'a': 1})
|
|  __pos__(self)
|      Adds an empty counter, effectively stripping negative and zero counts
|
|  __reduce__(self)
|      Helper for pickle.
|
|  __repr__(self)
|      Return repr(self).
|
|  __sub__(self, other)
|      Subtract count, but keep only results with positive counts.
|
|      >>> Counter('abbbc') - Counter('bccd')
|      Counter({'b': 2, 'a': 1})
|
|  copy(self)
|      Return a shallow copy.
|
|  elements(self)
|      Iterator over elements repeating each as many times as its count.
|
|      >>> c = Counter('ABCABC')
|      >>> sorted(c.elements())
|      ['A', 'A', 'B', 'B', 'C', 'C']
|
|      # Knuth's example for prime factors of 1836:  2**2 * 3**3 * 17**1
|      >>> prime_factors = Counter({2: 2, 3: 3, 17: 1})
|      >>> product = 1
|      >>> for factor in prime_factors.elements():     # loop over factors
|      ...     product *= factor                       # and multiply them
|      >>> product
|      1836
|
|      Note, if an element's count has been set to zero or is a negative
|      number, elements() will ignore it.
|
```

```
 |  most_common(self, n=None)
 |      List the n most common elements and their counts from the most
 |      common to the least.  If n is None, then list all element counts.
 |
 |      >>> Counter('abcdeabcdabcaba').most_common(3)
 |      [('a', 5), ('b', 4), ('c', 3)]
 |
 |  subtract(*args, **kwds)
 |      Like dict.update() but subtracts counts instead of replacing them.
 |      Counts can be reduced below zero.  Both the inputs and outputs are
 |      allowed to contain zero and negative counts.
 |
 |      Source can be an iterable, a dictionary, or another Counter instance.
 |
 |      >>> c = Counter('which')
 |      >>> c.subtract('witch')             # subtract elements from another
iterable
 |      >>> c.subtract(Counter('watch'))    # subtract elements from another
counter
 |      >>> c['h']                          # 2 in which, minus 1 in witch,
minus 1 in watch
 |      0
 |      >>> c['w']                          # 1 in which, minus 1 in witch,
minus 1 in watch
 |      -1
 |
 |  update(*args, **kwds)
 |      Like dict.update() but add counts instead of replacing them.
 |
 |      Source can be an iterable, a dictionary, or another Counter instance.
 |
 |      >>> c = Counter('which')
 |      >>> c.update('witch')           # add elements from another iterable
 |      >>> d = Counter('watch')
 |      >>> c.update(d)                 # add elements from another counter
 |      >>> c['h']                      # four 'h' in which, witch, and watch
 |      4
 |
 |  ----------------------------------------------------------------------
 |  Class methods defined here:
 |
 |  fromkeys(iterable, v=None) from builtins.type
 |      Create a new dictionary with keys from iterable and values set to value.
 |
 |  ----------------------------------------------------------------------
 |  Data descriptors defined here:
 |
 |  __dict__
```

```
|      dictionary for instance variables (if defined)
|
|  __weakref__
|      list of weak references to the object (if defined)
|
|  ----------------------------------------------------------------------
|  Methods inherited from builtins.dict:
|
|  __contains__(self, key, /)
|      True if the dictionary has the specified key, else False.
|
|  __eq__(self, value, /)
|      Return self==value.
|
|  __ge__(self, value, /)
|      Return self>=value.
|
|  __getattribute__(self, name, /)
|      Return getattr(self, name).
|
|  __getitem__(…)
|      x.__getitem__(y) <==> x[y]
|
|  __gt__(self, value, /)
|      Return self>value.
|
|  __iter__(self, /)
|      Implement iter(self).
|
|  __le__(self, value, /)
|      Return self<=value.
|
|  __len__(self, /)
|      Return len(self).
|
|  __lt__(self, value, /)
|      Return self<value.
|
|  __ne__(self, value, /)
|      Return self!=value.
|
|  __setitem__(self, key, value, /)
|      Set self[key] to value.
|
|  __sizeof__(…)
|      D.__sizeof__() -> size of D in memory, in bytes
|
|  clear(…)
```

```
 |      D.clear() -> None.  Remove all items from D.
 |
 |  get(self, key, default=None, /)
 |      Return the value for key if key is in the dictionary, else default.
 |
 |  items(…)
 |      D.items() -> a set-like object providing a view on D's items
 |
 |  keys(…)
 |      D.keys() -> a set-like object providing a view on D's keys
 |
 |  pop(…)
 |      D.pop(k[,d]) -> v, remove specified key and return the corresponding
value.
 |      If key is not found, d is returned if given, otherwise KeyError is
raised
 |
 |  popitem(…)
 |      D.popitem() -> (k, v), remove and return some (key, value) pair as a
 |      2-tuple; but raise KeyError if D is empty.
 |
 |  setdefault(self, key, default=None, /)
 |      Insert key with a value of default if key is not in the dictionary.
 |
 |      Return the value for key if key is in the dictionary, else default.
 |
 |  values(…)
 |      D.values() -> an object providing a view on D's values
 |
 |  ----------------------------------------------------------------------
 |  Static methods inherited from builtins.dict:
 |
 |  __new__(*args, **kwargs) from builtins.type
 |      Create and return a new object.  See help(type) for accurate signature.
 |
 |  ----------------------------------------------------------------------
 |  Data and other attributes inherited from builtins.dict:
 |
 |  __hash__ = None
```

1.10 Exercises

1.10.1 OrderedDict

1. Kattis problem: sort - https://open.kattis.com/problems/sort

- Trending Topic - https://open.kattis.com/problems/trendingtopic

[ ]: