

LISTS []

Lists are mutable. Lists are like a sequence. It can hold items of various data types.

CREATING A LIST

gn: myl = ['string', 23, 100.2, 'o']

LEN FUNCTION

gn: len(myl)

o/p: 4

INDEXING & SLICING

gn: myl = ['one', 'two', 'three', 4, 5]

gn: myl[0] # Indexing

o/p: 'one'

gn: myl[1:3] # Slicing

o/p: ['two', 'three']

CONCATENATION

gn: myl + ['new']

o/p: ['one', 'two', 'three', 4, 5, 'new']

(Note: This doesn't actually change original list

REASSIGNMENT

gn: myl = myl + ['new']

gn: myl

o/p: ['one', 'two', 'three', 4, 5, 'new']

DUPLICATION

gn: myl * 2

o/p: ['one',	next line
'two',	'one',
'three',	'two',
4,	'three',
5,	4,
'new'	5,
	'new']

LIST METHODS

gn: `l1 = [1, 2, 3]`

APPEND → To permanently add an element to end

gn: `l1.append("append")`

gn: ~~l1~~ `l1`

o/p: `[1, 2, 3, 'append']`

POP - By default takes off the last index, but we can also specify index to pop.

gn: `l1.pop()`

o/p: `1`

gn: `l1` `# Show`

o/p: `[2, 3, 'append']`

ASSIGN POPPED ELEMENT

gn: `p1 = l1.pop()`

gn: `p1`

o/p: `'append'`

gn: nl = ['a', 'e', 'x', 'b', 'c']

gn: ~~nl.reverse()~~

gn: ~~n~~ REVERSE 4

gn: nl.reverse()

gn: nl

o/p: ['c', 'b', 'x', 'e', 'a']

SORT

gn: nl.sort()

gn: nl

o/p: ['a', 'b', 'c', 'e', 'x']

NESTING LISTS

This means we can have data structures within data structures.

gn: # Let's make three lists

l1 = [1, 2, 3]

l2 = [4, 5, 6]

l3 = [7, 8, 9]

Make a List

gn: matrix = [1, 2, 3]

gn: matrix

o/p: [[1, 2, 3], [4, 5, 6], [7, 8, 9]]

Grab first item in matrix object

gn: matrix[0]

~~# Grab 1st item in~~

o/p: [1, 2, 3]

~~# matrix object~~

Grab 1st item of 1st item in the matrix object

gn: matrix[0][0]

o/p: 1

LIST COMPREHENSIONS

They allow for quick constructions of lists.

gn: first_col = [row[0] for row in matrix]

gn: first_col

o/p: [1, 4, 7]

TUPLES ()

Tuples are very similar to lists, however unlike lists they are immutable.

Create a tuple

```
gn: t = (1, 2, 3)
    len(t)
```

o/p: 3

Can also mix object types

```
gn: t = ('one', 2)
```

```
gn: t
```

o/p: ('one', 2)

Indexing

```
gn: t[0]
```

o/p: 1

Slicing

```
gn: t[-1]
```

o/p: 2

Methods Object.method()

INDEX → Enter a value & return the index

gn: t.index('one')

o/p: 0

gn.

COUNT → counting of times a value appears

gn: t.count('one')

o/p: 1

IMMUTABILITY

gn: t[0] = 'change'

o/p: Type Error: 'tuple' object doesn't allow item assignment

When to use tuples?

Tuples are not used as often as lists in programming, but used when immutability is necessary.