## **Set and Booleans**

There are two other object types in Python that we should quickly cover. Sets and Booleans.

##Sets

Sets are an unordered collection of *unique* elements. We can construct them by using the set() function. Let's go ahead and make a set to see how it works

```
In [1]: x = set()
```

In [3]: # We add to sets with the add() method
x.add(1)

```
In [4]: #Show x
```

Out[4]: {1}

Note the curly brackets. This does not indicate a dictionary! Although you can draw analogies as a set being a dictionary with only keys.

We know that a set has only unique entries. So what happens when we try to add something that is already in a set?

```
In [5]: # Add a different element
x.add(2)
```

```
In [6]: #Show x
```

Out[6]: {1, 2}

In [7]: # Try to add the same element
x.add(1)

```
In [9]: #Show x
```

Out[9]: {1, 2}

Notice how it won't place another 1 there. That's because a set is only concerned with unique elements! We can cast a list with multiple repeat elements to a set to get the unique elements. For example:

```
In [10]: # Create a list with repeats
          1 = [1,1,2,2,3,4,5,6,1,1]
In [12]: # Cast as set to get unique values
          set(1)
Out[12]: {1, 2, 3, 4, 5, 6}
          Booleans
          Python comes with Booleans (with predefined True and False displays that are basically just the
          integers 1 and 0). It also has a placeholder object called None. Let's walk through a few quick
          examples of Booleans (we will dive deeper into them later in this course).
In [13]: # Set object to be a boolean
          a = True
In [16]:
          #Show
Out[16]: True
          We can also use comparison operators to create booleans. We will go over all the comparison
          operators later on in the course.
In [17]: # Output is boolean
          1 > 2
Out[17]: False
          We can use None as a placeholder for an object that we don't want to reassign yet:
In [18]:
          # None placeholder
          b = None
          Thats it! You should now have a basic understanding of Python objects and data structure types.
          Next, go ahead and do the assessment test!
```

In [ ]: