

# FinTech @ IU Python Session #3 – Data Structures and Looping

*Prepared by*

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# Why Are Data Structures Important

- Allows us to store, access, and change data efficiently
- Makes programs more scalable
- Essential for Computer Science and Data Science algorithmic design

Data Structure	Ordered	Mutable	Constructor	Example
List	Yes	Yes	<code>[]</code> or <code>list()</code>	<code>[5.7, 4, 'yes', 5.7]</code>
Tuple	Yes	No	<code>()</code> or <code>tuple()</code>	<code>(5.7, 4, 'yes', 5.7)</code>
Set	No	Yes	<code>{}</code> * or <code>set()</code>	<code>{5.7, 4, 'yes'}</code>
Dictionary	No	Yes**	<code>{}</code> or <code>dict()</code>	<code>{'Jun': 75, 'Jul': 89}</code>

# Lists

- Allows us to store data sequentially
- Each element of the list has an associated position, (0-based)
- To access the first element, of a list use `list_name[0]`, second `list_name[1]`, and so on
- Lists are defined with `[ ]`, and can have elements listed out in them such as `[2, 3, "D", False, 17.6]`
- Can insert, remove, and change items
- Can contain duplicate values
- Accessing out of bounds will throw an error!

```
empty_list = []
filled_list = [2, True, "Fintech", [17, 14, 2]]
filled_list[0]#2
len(filled_list)#4
filled_list[1] = False#[2, False, "Fintech", [17, 14, 2]]
filled_list.append(20)#[2, False, "Fintech", [17, 14, 2], 20]
filled_list.pop()#[False, "Fintech", [17, 14, 2], 20]
filled_list.remove(1)#[False, [17, 14, 2], 20]
filled_list.insert(1, "James")#[False, "James", [17, 14, 2], 20]
filled_list[-1]#20
```

# Tuples

- Tuples are like lists, but unchangeable (immutable)
- Values can only be accessed and not modified
- There can be duplicates
- Declared with ( ), such as (1, False, "k")

```
tup = ("This", "is", "a", "tuple")
one_val = ("One element",)
dif_types = ("1", 1, 2.3)
tup[0] # "This"
tup[-1] # "tuple"
tup[8] # Throws an error
```

# Dicts

- Declared with {}
- Stores elements in Key : Value pairs, separated by commas
- Access a value with its key, `dict["Key"] == "Value"`
- There cannot be duplicate Keys
- Values can be updated, and Keys removed

```
empty_dict = {}
filled_dict = {
    "Name": "James",
    "Wealth": 23_395,
    28: True
}
filled_dict["Key"] = "Value"
filled_dict["Key"]#Value
del filled_dict["Key"]
filled_dict["Key"]#Throws an error
filled_dict["Wealth"] = 1.25
filled_dict["Wealth"]#1.25
```

# Loops - while

- What if we want to run some code more than once? Instead of typing the same command out multiple times, a loop allows us to run it until a condition is meant
- **while** loops run as long as a condition in () evaluates to **True**
- The **break** statement prematurely breaks a loop
- The **continue** statement prematurely goes to the next iteration of a loop (more useful with **for**)

```
1 x = 0
2
3 #Declaration, condition follows
4 while x != 5:
5     x += 1
6     print(x)
7
8 while True:
9     print("Entered loop!")
10    break
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

```
PS C:\Users\HP\pySupp> & C:/ProgramData/a
• /WK3/loops.py
1
2
3
4
5
Entered loop!
```

# Loops - for

- Increments for a bounded period of iterations
- Easily allows data structures to be looped through
- With range() function, allows for code to be run a specified amount of times
- Declares a variable to access during each iteration

```
3 for name in names:
4     print(name)
5
6 for num in range(6):
7     print(f"Iteration count: {num + 1}")
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
smith
johnson
william
○ Iteration count: 1
Iteration count: 2
Iteration count: 3
Iteration count: 4
Iteration count: 5
Iteration count: 6
```

# The End!

- Next session we will be starting to use external libraries!
- Thank you!