



In one minute, write the usage of tuples..





- (..Continued) (review of the pre-class)
  - Just like the lists, the tuples support indexing:

```
1  even_no = (0, 2, 4)
2  print(even_no[0])
3  print(even_no[1])
4  print(even_no[2])
5  print(even_no[3])
```



- (..Continued)(review of the pre-class)
  - Just like the lists, the tuples support indexing:

```
1   even_no = (0, 2, 4)
2   print(even_no[0])
3   print(even_no[1])
4   print(even_no[2])
5   print(even_no[3])
```



- (..Continued)(review of the pre-class)
  - tuple is immutable.

```
city_list = ['Tokyo', 'Istanbul', 'Moskow', 'Dublin']
city_tuple = tuple(city_list)
city_tuple[0] = 'New York' # you can't assign a value
6
```



- (..Continued)(review of the pre-class)
  - And one of the most important differences of **tuple**s from **list**s is that **tuple** object does not support item assignment. Yes, because **tuple** is immutable.

```
city_list = ['Tokyo', 'Istanbul', 'Moskow', 'Dublin']
city_tuple = tuple(city_list)
city_tuple[0] = 'New York' # you can't assign a value
```





### Task:

Let's access, select and print the string 'six" from the following tuple.

```
1 | mix_tuple = ("11", 11, [2, "two", ("six", 6)], (5, "fair"))
2 |
```





The code should be like this:

```
1  mix_tuple = ("11", 11, [2, "two", ("six", 6)], (5, "fair"))
2  str_six = mix_tuple[2][2][0]
4  print(str_six)
6  7
```





### Task:

What is the output?

```
1  mix_tuple = ("11", 11, [2, "two", ("six", 6)], (5, "fair"))
2  str_six = mix_tuple[2][1:3]
4  print(str_six, type(str_six), sep="\n")
6  7
```

The output :

```
mix_tuple = ("11", 11, [2, "two", ("six", 6)], (5, "fair"))
str_six = mix_tuple[2][1:3]
print(str_six, type(str_six), sep="\n")
Try to figure out how the output can be like that?
```

### Output

```
['two', ('six', 6)]
<class 'list'>
```





#### ▶ Task:

Access and print the **last** item and **its type** of the following tuple using **negative indexing** method:

```
1 mix_tuple = ("11", 11, [2, "two", ("six", 6)], (5, "fair"))
2
```



The code should be like :

```
1  mix_tuple = ("11", 11, [2, "two", ("six", 6)], (5, "fair"))
2  last = mix_tuple[-1]
4  print(last, type(last), sep="\n")
6  7
```

Try to figure out how the output can be like that?

### Output

```
(5, 'fair')
<class 'tuple'>
```





#### Task:

Let's access, select and print the "fair" of the following tuple. Use two options which consisting of normal and negative indexing methods.

```
1 mix_tuple = ("11", 11, [2, "two", ("six", 6)], (5, "fair"))
2
```





The code should be like :

```
mix_tuple = ("11", 11, [2, "two", ("six", 6)], (5, "fair"))

option_1 = mix_tuple[3][1]
option_2 = mix_tuple[-1][1]

print(option_1, option_2, sep = "\n")

7
8
```

### Output

```
fair
fair
```





### Refresh your mind with this interview question

## Benefits of Immutability?

Try to write at least two things









## Table of Contents



- Definitions
- Creating a Dictionary
- Main Operations with Dictionaries
- Nested Dictionaries





greengrocer " 1'fruit'

**Definitions** 

dict() 'Apple'

vegetable, 'Tomato',



What did you learn from the pre-class content about dictionaries in Python?



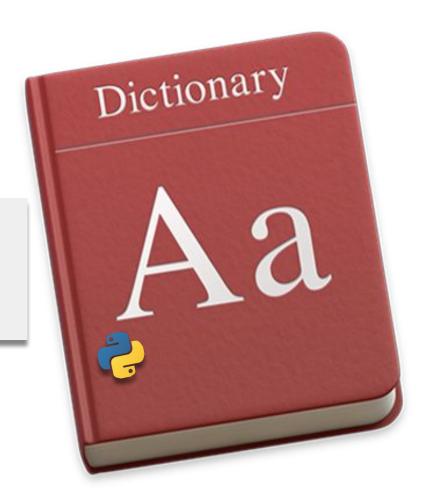


### **Definitions**

Dictionaries

{key1 : value1,

key2 : value2}









# Creating a dict (review)



We have two basic ways to create a dictionary.

• {}
• dict()







► Here is an example of simple structure of a **dict**:



# Creating a dict (review)



► A dict can be created by enclosing pairs, separated by commas, in curly-braces → {}.

Another way to create a dict is to call the dict()

function.

```
• {}
```

dict()

```
grocer1 = {'fruit':'apple', 'drink':'water'}
grocer2 = dict(fruit='apple', drink='water')
print(grocer1)
print(grocer2)
```

What is the output? Try to figure out in your mind...



# Creating a dict (review)



A dict can be created by enclosing pairs, separated by commas, in curly-braces (\*\*).

Another way to create a dict is to call the dict()

function.

```
• {}
```

```
dict()
```

```
grocer1 = {'fruit':'apple', 'drink':'water'}
grocer2 = dict(fruit='apple', drink='water')
print(grocer1)
print(grocer2)
```

```
{'fruit': 'apple', 'drink': 'water'}
{'fruit': 'apple', 'drink': 'water'}
```





Accessing and assigning an item.





Assigning a value to a key

```
1 Denver
2
```





Let's add a new item into the dict.





Let's add a new item into the dict.

```
1 {'Arkansas': 'Little Rock',
2 'Colorado': 'Denver',
3 'California': 'Sacramento',
4 'Georgia': 'Atlanta',
5 'Virginia': 'Richmond'}
```







### **PTips:**

Note that keys and values can be of different types.





- Task
  - Let's create a dict (named family) which consists of names of 3 members of your family.
  - Each person should have only the first names.
  - For
    name1
    name2

example;
Create using curly braces 👉 {}

- •





► The code can be like:





### Task

Add a new family member name to the dictionary you created.



► The code can be like:







Now, it's time to create a dict using dict() function :

```
dict_by_dict = dict(animal='dog', planet='neptun', number=40, pi=3.14, is_good=True)
print(dict_by_dict)
4
```







Now, it's time to create a **dict** using **dict()** function :

```
dict_by_dict = dict(animal='dog', planet='neptun', number=40, pi=3.14, is_good=True)

print(dict_by_dict)

{'animal': 'dog',
   'planet': 'neptun',
   'number': 40,
   'pi': 3.14,
   'is_good': True}
```



# Creating a dict



Now, it's time to create a **dict** using **dict()** function:

```
dict_by_dict = dict(animal='dog', planet='neptun', number=40, pi=3.14, is_good=True)

print(dict_by_dict)

{'animal': 'dog',
    'planet': 'neptun',
    'number': 40,
    'pi': 3.14,
    'is_good': True}
```

#### **∧** Avoid!:

Do not use quotes for keys when using the dict() function to create a dictionary.

WAY TO REINVENT YOURSELF

# Creating a dict



Task •

Create the same dict using dict() function.



# Creating a dict



▶ The code can be like:

```
family = dict(name1 = 'Joseph', name2 = 'Bella', name3 = 'Aisha',
name4 = 'Tom')
print(family)
```





# Main Operations with Dictionaries





- You can access all;
  - items using the .items() method,
  - keys using the .keys() method,
  - values using the .values() method





Let's take a look at this example :

What is the output? Try to figure out in your mind...



Let's take a look at this example :

```
dict by dict = { 'animal': 'dog',
                     'planet': 'neptun',
 3
                     'number': 40,
 4
                     'pi': 3.14,
 5
                     'is good': True}
 6
    print(dict by dict.items(), '\n')
    print(dict by dict.keys(), '\n')
    print(dict by dict.values())
10
   dict_items([('animal', 'dog'), ('planet', 'neptun'),
               ('number', 40), ('pi', 3.14), ('is good', True)])
   dict keys(['animal', 'planet', 'number', 'pi', 'is good'])
   dict values(['dog', 'neptun', 40, 3.14, True])
```



- ▶ Task
  - Access and print the items, keys and values of the same family dict you created.
  - Note: Get the output of the above as a list type.





The code can be like:

```
print(list(family.items()), "\n")
print(list(family.keys()), "\n")
print(list(family.values()))
```

```
[('name1', 'Joseph'), ('name2', 'Bella'), ('name3', 'Aisha'), ('name4', 'Tom')]
['name1', 'name2', 'name3', 'name4']
['Joseph', 'Bella', 'Aisha', 'Tom']
```





• .update() method:





Another way to add a new item into a dict is the .update() method.

```
1 {'animal': 'dog',
2 'planet': 'neptun',
3 'number': 40,
4 'pi': 3.14,
5 'is_good': True,
6 'is_bad': False}
7
```



Task •

Add a new family member name to the dictionary you created using .update() method.



► The code can be like:



### **(**)

# Main Operations with dicts (review)

Python allows us to remove an item from a dict using the del function.

#### The formula syntax is: del dictionary\_name['key']



Python allows us to remove an item from a dict using the del function.

#### The formula syntax is: del dictionary\_name['key']

'pi': 3.14,

'is\_good': True,
'is bad': False}

Б



Task

PRemove the **female** members from the **dict** using **del** operator.





► The code can be like:

```
del family['name2']
del family['name3']
print(family)
```







► The code can be like:

```
del family['name2']
del family['name3']
print(family)
```

Can you do the same thing in a single line ?

► The code can be like:

```
del family['name2']
                                                Option-1
del family['name3']
print(family)
                                                Option-2
del family['name2'], family['name3']
print(family)
family = {'name1': 'Joseph',
          'name4': 'Tom',
          'name5': 'Alfred'
```





Using the in and the not in operator, you can check if the key is in the dictionary.

- When we use the in operator; if the key is in the dictionary, the result will be True otherwise False.
- When we use the not in; if the key is not in the dictionary, the result will be True otherwise False.





Using the in and the not in operator, you can check if the key is in the dictionary.

- When we use the in operator; if the key is in the dictionary, the result will be true otherwise False.
- When we use the **not in**; if the **key** is not in the dictionary, the result will be **True** otherwise **False**.







Using the in and the not in operator, you can check if the key is in the dictionary.

- When we use the in operator; if the key is in the dictionary, the result will be True otherwise False.
- When we use the not in; if the key is not in the dictionary, the result will be
   True otherwise False.



Task •

▶ Check the "Aisha" if she is in the dict using in operator.





► The code can be like:

```
print('name3' in family)
```

False



# Other Operations with dicts

- clear(); Remove all items from the dictionary.
- **pop**(key[, default]); If key is in the dictionary, remove it and return its value, else return default. If default is not given and key is not in the dictionary, a KeyError is raised.
- **popitem** (); Remove and return a (key, value) pair from the dictionary. Pairs are returned in LIFO order.
- **copy ()**; Return a shallow **copy** of the dictionary.
- **get**(key[, default]); **Return the value** for key if key is in the dictionary, else default. If default is not given, it defaults to **None**, so that this method never raises a KeyError.
- **setdefault**(key[, default]); If key is in the dictionary, return its value. If not,
- CLARlinsert key with a value of default and return default. It defaults to None.