Lambda funkcija

Lambda funkcije so anonimne funkcije, kar pomeni, da nimajo imena (niso vezane na spremenljivko).

```
lambda x,y : x + y
```

Sestavljene so iz:

- lambda keyword
- parametri so napisani med lambda in :
- "single expression" (1 vrstica kode). Rezultat / vrednost tega "single expression" se vrne kot vrednost funkcije

Primer, če bi zgornjo lambda funkcijo napisalo kot navadno funkcijo.

```
In [6]:     def add(x, y):
        return x + y
In []:
```

Lambda funkcije pridejo najbolj do izraza, kjer je treba kot argument posredovati funkcijo. Namesto dejanske funkcije lahko posredujemo lambda funkcijo.

Za primer vzemimo funkcijo sorted().

https://docs.python.org/3/library/functions.html#sorted

Naša naloga je sortirati sledeče vrednosti glede na **market_cap** vrednost, od največje do najmanjše.

```
"id": "bitcoin",
  "symbol": "btc",
  "name": "Bitcoin",
  "image": "https://assets.coingecko.com/coins/images/1/large/bitcoin.png?15470335
  "current price": 47553,
  "market_cap": 901453728232,
  "total_volume": 47427138554.
  "high_24h": 51131,
  "low_24h": 48056,
},
  "id": "cardano",
  "symbol": "ada",
  "name": "Cardano",
  "image": "https://assets.coingecko.com/coins/images/975/large/cardano.png?154703
  "current price": 0.84514,
  "market_cap": 27210647217,
  "total volume": 3204270671,
  "high_24h": 0.919055,
  "low_24h": 0.843236,
},
{
  "id": "ethereum",
  "symbol": "eth",
  "name": "Ethereum",
  "image": "https://assets.coingecko.com/coins/images/279/large/ethereum.png?15953
  "current_price": 1479.97,
  "market_cap": 172447578072;
  "total_volume": 24709055087,
  "high_24h": 1597.13,
  "low_24h": 1493,
},
  "id": "litecoin",
  "symbol": "ltc",
  "name": "Litecoin"
  "image": "https://assets.coingecko.com/coins/images/2/large/litecoin.png?1547033
  "current price": 171.49,
  "market cap": 11561005268,
  "total_volume": 4950077782,
  "high_24h": 187.34,
  "low_24h": 172.45,
},
  "id": "polkadot",
  "symbol": "dot",
  "name": "Polkadot",
  "image": "https://assets.coingecko.com/coins/images/12171/large/aJGBjJFU 400x400
  "current price": 29.28,
  "market_cap": 28856989783,
  "total_volume": 1266769267,
  "high_24h": 32.2,
  "low 24h": 29.54,
},
  "id": "ripple",
  "symbol": "xrp",
  "name": "XRP",
  "image": "https://assets.coingecko.com/coins/images/44/large/xrp-symbol-white-12
  "current price": 0.360658,
  "market_cap": 16580549437,
  "total_volume": 2357746464,
  "high_24h": 0.381072,
  "low_24h": 0.358941,
},
```

```
"id": "tether",
    "symbol": "usdt",
    "name": "Tether",
    "image": "https://assets.coingecko.com/coins/images/325/large/Tether-logo.png?15
    "current price": 0.83869,
    "market_cap": 32307660438,
    "total_volume": 82854947322,
    "high_24h": 0.843104,
    "low_24h": 0.832594,
 },
    "id": "uniswap",
    "symbol": "uni"
    "name": "Uniswap",
    "image": "https://assets.coingecko.com/coins/images/12504/large/uniswap-uni.png?
    "current price": 24.94,
    "market_cap": 13099199643,
    "total_volume": 939432128,
    "high_24h": 27.92,
    "low_24h": 24.78,
  }
]
```

https://docs.python.org/3/library/functions.html#sorted

```
sorted(iterable, *, key=None, reverse=False)
```

V dokumentaciji vidimo, da lahko kontroliramo katere vrednosti primerjamo z uporabo **key** parametra.

Kot **key** lahko podamo našo funkcijo, ki sprejme 1 argument in vrne vrednost po kateri primerjamo.

```
In [22]:
          def sort_funkcija(x):
              print(f'{x["id"]}
                                    \t {x["market_cap"]}')
              return x["market_cap"]
          sorted(data, key=sort_funkcija, reverse=True)
         binancecoin
                           33015186690
         bitcoin
                           901453728232
         cardano
                           27210647217
         ethereum
                          172447578072
         litecoin
                          11561005268
         polkadot
                          28856989783
         ripple
                          16580549437
         tether
                          32307660438
                          13099199643
         uniswap
Out[22]: [{'id': 'bitcoin',
            symbol': 'btc',
           'name': 'Bitcoin',
            'image': 'https://assets.coingecko.com/coins/images/1/large/bitcoin.png?154703357
         9',
            'current price': 47553,
            'market cap': 901453728232,
            'total volume': 47427138554,
            'high 24h': 51131,
            'low_24h': 48056},
           {'id': 'ethereum',
            symbol': 'eth',
            'name': 'Ethereum',
            'image': 'https://assets.coingecko.com/coins/images/279/large/ethereum.png?1595348
         880',
            'current price': 1479.97,
            'market cap': 172447578072,
```

```
'total_volume': 24709055087,
  'high_24h': 1597.13,
  'low_24h': 1493},
 {'id': 'binancecoin',
  'symbol': 'bnb',
  'name': 'Binance Coin',
  'image': 'https://assets.coingecko.com/coins/images/825/large/binance-coin-logo.pn
g?1547034615',
  'current_price': 212.03,
  'market_cap': 33015186690,
  'total_volume': 2490184836,
  'high_24h': 230.59,
  'low_24h': 210.87},
 {'id': 'tether',
  'symbol': 'usdt',
  'name': 'Tether',
  'image': 'https://assets.coingecko.com/coins/images/325/large/Tether-logo.png?1598
003707',
  'current price': 0.83869,
  'market cap': 32307660438,
  'total volume': 82854947322,
  'high_24h': 0.843104,
  'low_24h': 0.832594},
 {'id': 'polkadot',
  'symbol': 'dot',
  'name': 'Polkadot',
  'image': 'https://assets.coingecko.com/coins/images/12171/large/aJGBjJFU_400x400.j
pg?1597804776',
  'current_price': 29.28,
  'market_cap': 28856989783,
  'total_volume': 1266769267,
  'high_24h': 32.2,
  'low_24h': 29.54},
 {'id': 'cardano',
  'symbol': 'ada',
  'name': 'Cardano',
  'image': 'https://assets.coingecko.com/coins/images/975/large/cardano.png?15470348
  'current_price': 0.84514,
  'market_cap': 27210647217,
  'total_volume': 3204270671,
  'high_24h': 0.919055,
  'low_24h': 0.843236},
 {'id': 'ripple',
  'symbol': 'xrp',
  'name': 'XRP',
  'image': 'https://assets.coingecko.com/coins/images/44/large/xrp-symbol-white-128.
png?1605778731',
  'current_price': 0.360658,
  'market cap': 16580549437,
  'total volume': 2357746464,
  'high 24h': 0.381072,
  'low 24h': 0.358941},
 {'id': 'uniswap',
  'symbol': 'uni',
  'name': 'Uniswap',
  'image': 'https://assets.coingecko.com/coins/images/12504/large/uniswap-uni.png?16
00306604',
  'current_price': 24.94,
  'market cap': 13099199643,
  'total volume': 939432128,
  'high 24h': 27.92,
  'low 24h': 24.78},
 {'id': 'litecoin',
  'symbol': 'ltc',
  'name': 'Litecoin',
  'image': 'https://assets.coingecko.com/coins/images/2/large/litecoin.png?154703358
0',
   'current_price': 171.49,
```

```
'market_cap': 11561005268,
'total_volume': 4950077782,
'high_24h': 187.34,
'low_24h': 172.45}]
```

Isto sortiranje lahko dobimo z uporabo lambda funkcije.

```
sorted(data, key=lambda x: x["market_cap"], reverse=True)
In [23]:
Out[23]: [{'id': 'bitcoin',
            'symbol': 'btc'
            'name': 'Bitcoin'
            'image': 'https://assets.coingecko.com/coins/images/1/large/bitcoin.png?154703357
         9',
'current_price': 47553,
            'market_cap': 901453728232,
            'total_volume': 47427138554,
            'high_24h': 51131,
            'low_24h': 48056},
           {'id': 'ethereum',
            'symbol': 'eth',
            'name': 'Ethereum'
            'image': 'https://assets.coingecko.com/coins/images/279/large/ethereum.png?1595348
          880',
            'current_price': 1479.97,
            'market_cap': 172447578072,
            'total_volume': 24709055087,
            'high_24h': 1597.13,
            'low_24h': 1493},
           {'id': 'binancecoin',
             symbol': 'bnb',
            'name': 'Binance Coin',
            'image': 'https://assets.coingecko.com/coins/images/825/large/binance-coin-logo.pn
          g?1547034615',
            'current_price': 212.03,
            'market_cap': 33015186690,
            'total_volume': 2490184836,
            'high_24h': 230.59,
            'low_24h': 210.87},
           {'id': 'tether',
             symbol': 'usdt'
            'name': 'Tether',
            'image': 'https://assets.coingecko.com/coins/images/325/large/Tether-logo.png?1598
          003707',
            'current price': 0.83869,
            'market cap': 32307660438
            'total volume': 82854947322,
            'high 24h': 0.843104,
            'low_24h': 0.832594},
            'id': 'polkadot',
             symbol': 'dot',
            'name': 'Polkadot'
            'image': 'https://assets.coingecko.com/coins/images/12171/large/aJGBjJFU 400x400.j
          pg?1597804776',
            'current price': 29.28,
            'market cap': 28856989783,
            'total volume': 1266769267,
            'high_24h': 32.2,
            'low 24h': 29.54},
            'id': 'cardano',
             symbol': 'ada',
            'name': 'Cardano'
            'image': 'https://assets.coingecko.com/coins/images/975/large/cardano.png?15470348
         60',
            'current_price': 0.84514,
            'market cap': 27210647217
            'total volume': 3204270671,
            'high 24h': 0.919055,
            'low 24h': 0.843236},
```

```
{'id': 'ripple'
  symbol': 'xrp',
  'name': 'XRP',
  'image': 'https://assets.coingecko.com/coins/images/44/large/xrp-symbol-white-128.
png?1605778731',
  'current_price': 0.360658,
  'market_cap': 16580549437,
  'total_volume': 2357746464,
  'high_24h': 0.381072,
  'low_24h': 0.358941},
 {'id': 'uniswap',
  'symbol': 'uni',
  'name': 'Uniswap'
  'image': 'https://assets.coingecko.com/coins/images/12504/large/uniswap-uni.png?16
00306604',
  'current price': 24.94,
  'market cap': 13099199643,
  'total volume': 939432128,
  'high 24h': 27.92,
  'low 24h': 24.78},
 {'id': 'litecoin',
  'symbol': 'ltc',
  'name': 'Litecoin',
  'image': 'https://assets.coingecko.com/coins/images/2/large/litecoin.png?154703358
  'current_price': 171.49,
  'market_cap': 11561005268,
  'total volume': 4950077782,
  'high_24h': 187.34,
  'low_24h': 172.45}]
```

Naloga:

Imamo podatke o GDP Evropskih držav od leta 2010 do 2020. Uporabite funkcijo **sorted()** in določite takšno **lambda funkcijo**, da razvrstimo države po GDP leta 2020 od največje do najmanjše. Izpišite imena držav od največje do najmanjše.

Primeri:

```
Input:
data = [["Austria", 392.623, 431.515, 409.652, 430.203, 442.698, 381.998,
394.215, 417.721, 456.166, 447.718, 432.894],
["Belgium", 484.450, 527.492,498.161, 521.090, 531.651, 456.067, 469.931,
495.953, 532.268, 517.609, 503.416],
["Bosnia", 17.164, 18.629, 17.207, 18.155, 18.522, 16.210, 16.910, 18.081,
20.162, 20.106, 18.893],
["Bulgaria", 50.611, 57.420, 53.901, 55.557, 56.815, 50.201, 53.236,
58.342, 65.197, 66.250, 67.917],
["Croatia", 59.866, 62.399, 56.549, 58.158, 57.683, 49.519, 51.623, 55.201,
60.805, 60.702, 56.768],
["Cyprus", 25.608, 27.454, 25.055, 24.094, 23.401, 19.691, 20.461, 22.189,
24.493, 24.280, 23.246],
["Czech Republic", 207.478, 227.948, 207.376, 209.402, 207.818, 186.830,
195.090, 215.914, 245.226, 246.953, 241.975],
["Denmark", 321.995, 344.003, 327.149, 343.584,
352.994,302.673,311.988,329.866,352.058,347.176,339.626],
["Estonia", 19.536, 23.191, 23.057, 25.145, 26.658,
22.916,23.994,26.850,30.761,31.038,30.468],
["Finland",248.262,273.925,256.849,270.065,273.042,232.582,239.150,252.867,274.7
```

```
["France", 2647.537, 2864.030, 2685.311, 2811.957, 2856.697, 2439.435, 2466.152, 2591.71
["Germany", 3423.466, 3761.142, 3545.946, 3753.687, 3904.921, 3383.091, 3496.606, 3664.!
["Greece", 299.919, 288.062, 245.807, 239.937, 237.406, 196.690, 195.303, 203.493, 218.22
["Hungary", 130.923, 140.782, 127.857, 135.221, 140.083, 123.074, 126.008,
139.844,161.182,170.407,149.939],
["Iceland",13.684,15.159,14.724,16.034, 17.758,17.389,20.618,24.457,25.965,
23.918,20.805],
["Ireland", 222.533, 238.088,
225.140,238.708,259.200,290.858,301.968,335.211,382.754,384.940,399.064],
["Italy",2129.021,2278.376,2073.971,2131.159,2155.151,1833.195,1869.973,1950.70]
["Latvia", 23.809, 28.496, 28.141, 30.260, 31.385, 26.986, 27.707, 30.528, 34.882, 35.045]
["Liechtenstein", 5.082, 5.740, 5.456, 6.392, 6.657, 6.268, 6.215],
["Lithuania", 37.200, 43.564,
42.887,46.423,48.632,41.538,42.991,47.645,53.302,53.641,55.064],
["Luxembourg",53.312,60.060,56.709,61.759,66.209,57.233,58.985,62.449,69.553,69
["Malta", 8.757, 9.511, 9.215, 10.154, 11.302, 10.701, 11.446, 12.764, 14.560, 14.859, 14.7
["Montenegro", 4.147, 4.543, 4.090, 4.466, 4.595, 4.055, 4.376, 4.855, 5.457, 5.424, 4.943]
["Netherlands", 848.133, 904.915, 839.436,
877.198,892.397,765.650,783.852,833.575,914.519,902.355,886.339],
["Norway", 429.131, 498.832, 510.229, 523.502, 499.338, 386.663, 371.345, 398.394, 434.16
["Poland", 479.161, 528.571, 500.846, 524.399, 545.284, 477.568, 471.843, 526.749, 585.81]
["Portugal",238.748,245.119,216.488,226.144,229.995,199.521,206.361,221.280,240
["Romania", 166.225,
183.443,171.196,190.948,199.628,177.895,188.495,211.407,239.552,243.698,248.624
["Serbia",41.369,49.280,43.300, 48.394,47.062,39.629,40.630,44.120,
50.509,51.523,51.999],
["Slovakia",89.668,
98.271,93.466,98.509,101.109,87.814,89.885,95.821,106.573,106.552,101.892],
["Slovenia", 48.103, 51.338, 46.378, 48.131, 49.969, 43.124, 44.660, 48.545, 54.059, 54.1!
"Spain", 1434.286, 1489.431, 1336.759, 1362.280, 1379.098, 1199.688, 1238.010,
1317.104,1427.533,1397.870,1247.464],
["Sweden", 488.909, 563.797, 544.482, 579.361, 574.413, 498.118, 512.205, 540.545, 556.0]
["Switzerland",583.053,
699.670,667.890,688.747,709.496,679.721,670.247,680.029,705.546,715.360,707.868
["Turkey",772.290,832.497,873.696,950.328,934.075,859.449,863.390,852.648,771.2]
["United
Kingdom", 2455.309, 2635.799, 2677.082, 2755.356, 3036.310, 2897.060, 2669.107, 2640.061
```

Output:

```
Germany
```

United Kingdom

France

Italy

Spain

Netherlands

Switzerland

Turkey

Poland

Sweden

Belgium

Austria

Ireland

Norway

Denmark

Finland

Romania

Czech Republic

Portugal

Greece

Hungary

Slovakia

Luxembourg

Bulgaria

Croatia

Lithuania

Serbia

Slovenia

Latvia

Estonia

Cyprus

Iceland

Bosnia

Malta

Liechtenstein

Montenegro

```
In [96]:
```

```
data = [["Austria", 392.623, 431.515, 409.652, 430.203, 442.698, 381.998, 394.215, 4
["Belgium", 484.450, 527.492,498.161, 521.090, 531.651, 456.067, 469.931, 495.953,
["Bosnia", 17.164, 18.629, 17.207, 18.155, 18.522, 16.210, 16.910, 18.081, 20.162, 2
["Bulgaria", 50.611, 57.420, 53.901, 55.557, 56.815, 50.201, 53.236, 58.342, 65.197,
["Croatia", 59.866, 62.399, 56.549, 58.158, 57.683, 49.519, 51.623, 55.201, 60.805,
["Cyprus", 25.608, 27.454, 25.055, 24.094, 23.401, 19.691, 20.461, 22.189, 24.493, 2
["Czech Republic", 207.478, 227.948, 207.376, 209.402, 207.818, 186.830, 195.090, 21
["Denmark", 321, 995, 344, 003, 327, 149, 343, 584, 352, 994, 302, 673, 311, 988, 329, 866, 352, 058,
["Estonia",19.536,23.191,23.057,25.145, 26.658, 22.916,23.994,26.850,30.761,31.038,3
["Finland",248.262,273.925,256.849,270.065,273.042,232.582,239.150,252.867,274.210,2
["France", 2647.537, 2864.030, 2685.311, 2811.957, 2856.697, 2439.435, 2466.152, 2591.775, 27
["Germany", 3423.466, 3761.142, 3545.946, 3753.687, 3904.921, 3383.091, 3496.606, 3664.511, 3
["Greece",299.919,288.062,245.807,239.937,237.406,196.690,195.303,203.493,218.230,21
["Hungary",130.923,140.782,127.857,135.221,140.083,123.074,126.008, 139.844,161.182,
["Iceland",13.684,15.159,14.724,16.034, 17.758,17.389,20.618,24.457,25.965, 23.918,2
["Ireland",222.533,238.088, 225.140,238.708,259.200,290.858,301.968,335.211,382.754,
["Italy", 2129.021, 2278.376, 2073.971, 2131.159, 2155.151, 1833.195, 1869.973, 1950.703, 207
["Latvia",23.809,28.496,28.141,30.260,31.385,26.986,27.707,30.528,34.882,35.045,33.0
["Lithuania",37.200,43.564, 42.887,46.423,48.632,41.538,42.991,47.645,53.302,53.641,
["Luxembourg",53.312,60.060,56.709,61.759,66.209,57.233,58.985,62.449,69.553,69.453,
["Malta",8.757,9.511,9.215,10.154,11.302,10.701,11.446,12.764,14.560,14.859,14.290],
["Montenegro", 4.147, 4.543, 4.090, 4.466, 4.595, 4.055, 4.376, 4.855, 5.457, 5.424, 4.943],
```

```
["Netherlands",848.133,904.915,839.436, 877.198,892.397,765.650,783.852,833.575,914. ["Norway",429.131,498.832,510.229,523.502,499.338,386.663,371.345,398.394,434.167,41 ["Poland",479.161,528.571,500.846,524.399,545.284,477.568,471.843,526.749,585.816,56 ["Portugal",238.748,245.119,216.488,226.144,229.995,199.521,206.361,221.280,240.901, ["Romania",166.225, 183.443,171.196,190.948,199.628,177.895,188.495,211.407,239.552, ["Serbia",41.369,49.280,43.300, 48.394,47.062,39.629,40.630,44.120, 50.509,51.523,51 ["Slovakia",89.668, 98.271,93.466,98.509,101.109,87.814,89.885,95.821,106.573,106.55 ["Slovenia",48.103,51.338,46.378,48.131,49.969,43.124,44.660,48.545,54.059,54.154,51 ["Spain",1434.286,1489.431,1336.759,1362.280,1379.098,1199.688,1238.010, 1317.104,14 ["Sweden",488.909,563.797,544.482,579.361,574.413,498.118,512.205,540.545,556.073,52 ["Switzerland",583.053, 699.670,667.890,688.747,709.496,679.721,670.247,680.029,705. ["Turkey",772.290,832.497,873.696,950.328,934.075,859.449,863.390,852.648,771.274,74 ["United Kingdom",2455.309,2635.799,2677.082,2755.356,3036.310,2897.060,2669.107,264
```

```
In [40]: data_sorted = sorted(data, key=lambda x: x[-1], reverse=True)
    for i in data_sorted:
        print(i[0])

Germany
```

United Kingdom France Italy Spain Netherlands Switzerland Turkey Poland Sweden Belgium Austria **Ireland** Norway Denmark Finland Romania Czech Republic Portugal Greece Hungary Slovakia Luxembourg Bulgaria Croatia Lithuania

Serbia Slovenia Latvia Estonia Cyprus Iceland Bosnia Malta Montenegro

```
In [ ]:
```

Generators

Generatorji so funkcije namenjene generiranju iteratorjev (objekti, ki so lahko iterirani - list, itd..).

Razlika je, da generatorji generiranjo vrednosti eno po eno, ne vse naenkrat, kar jih nrdi veliko bolj memory-efficient.

Ustvarimo jih enako kot navadno funkcijo, le da namesto return uporbimo yield .

yield pavzira funkcijo in shrani njeno stanje, tako da lahko kasneje nadaljujemo kjer smo končali.

<generator object moj_range at 0x0000026B4F8F8A50>
<class 'generator'>

Ko prvič pokličemo next() se program začne izvajati na začetku funkcije in nadaljuje do yield kjer vrne vrednost.

Naslednji klici next() nadaljujejo izvajanje programa od yield naprej do naslednjega yield.

Če ne naleti na yield dvigne StopIteration exception.

```
In [2]:
         print(next(val))
        Start creating moj range
In [3]:
         next(val)
Out[3]: 6
In [4]:
         next(val)
Out[4]: 7
         #val = moj_range(5) # Če vmes ponovno kličemo generator bo šlo od začetka.
In [6]:
         next(val)
Out[6]:
In [7]:
         next(val)
        9
Out[7]:
In [8]:
         next(val)
         Stop generator
         StopIteration
                                                    Traceback (most recent call last)
         <ipython-input-8-a2a2bf9708c5> in <module>
         ----> 1 next(val)
        StopIteration:
        Z generatorjem lahko ustvarimo svojo range() funkcionalnost.
```

def moj_range(n, m, step=1):

while n<m:

In [9]:

```
Predavanje02 - Flow Control Statements, Functions, Generators, Variable Scope-Copy1
          yield n
          n+=step
 print("Primer: moj_range")
 for i in moj_range(1, 20, 2):
     print(i)
 print("Primer: range()")
 for i in range(1, 20, 2):
     print(i)
Primer: moj_range
3
5
7
9
11
13
15
17
19
Primer: range()
1
3
5
7
9
11
13
```

In []:

15 17 19

Comprehensions

Poleg generatorjev, lahko za kreiranje listov uporabimo tudi list comprehensions.

- List comprehensions so bolj berljivi od built-in funkcij, ki potrebujejo lambda expressions
- List comprehensions nam dovolijo filtriranje elementov

```
In [69]:
           # Primer: želimo narediti list kvadratov iz lista a
           a = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
           squares = [x**2 \text{ for } x \text{ in } a]
           print(a)
           print(squares)
          [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
          [1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
In [70]:
          # Primer: Filtriranje elementov
           a = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13]
           even squares = [x**2 \text{ for } x \text{ in a if } x\%2 == 0 \text{ and } x\%3==0]
           print(a)
           print(even_squares)
          [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13]
          [36, 144]
```

set comprehensions

```
In [85]:    a = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10}
    even_squares = {x**2 for x in a if x % 2 == 0}
    print(even_squares)
    print(type(even_squares))

{64, 100, 4, 36, 16}
    <class 'set'>
```

Dictionary Comprehensions

ict_variable = {key:value for (key,value) in dictonary.items()}

```
In [86]: dict1 = {'a': 1, 'b': 2, 'c': 3, 'd': 4, 'e': 5}
# Double each value in the dictionary
double_dict1 = {k:v*2 for (k,v) in dict1.items()}
print(double_dict1)

{'a': 2, 'b': 4, 'c': 6, 'd': 8, 'e': 10}
```

Generator Expressions

Podobno kot list comprehensions lahko zapišemo tudi generatorje. Razlika je, da oni vrnejo generator objekt in ne list-e.

```
import sys
In [71]:
          my_list = ['a', 'b', 'c', 'd', 'e', 'f', 'g', 'h', 'i', 'j']
          list_comprehension = [x for x in my_list]
          set comprehension = \{x \text{ for } x \text{ in my list}\}
          gen expression = (x for x in my list) # the Language name for these is generator exp
          print(list_comprehension)
          print(type(list comprehension))
          print(sys.getsizeof(list_comprehension))
          print()
          print(set_comprehension)
          print(type(set_comprehension))
          print(sys.getsizeof(set comprehension))
          print()
          print(gen_expression)
          print(type(gen expression))
          print(sys.getsizeof(gen_expression))
          for val in gen_expression:
              print(val)
```

```
['a', 'b', 'c', 'd', 'e', 'f', 'g', 'h', 'i', 'j']
<class 'list'>
184

{'d', 'j', 'f', 'g', 'i', 'a', 'b', 'c', 'e', 'h'}
<class 'set'>
728

<generator object <genexpr> at 0x000001D5910FE900>
<class 'generator'>
112
a
b
c
d
e
f
g
```

```
h
i
j
```

Glavna razlika med generator expressions in list comprehension je, da so generatorji počasnejši ampak prišparajo na spominu.

Variable scope

Spremenljivke se razlikujejo tudi po tem koliko dolgo obstajajo (variable lifetime) in od kje lahko dostopamo do njih (variable scope).

Spremenljivka definirana znotraj funkcije (kot parameter ali navadno) obstaja samo znotraj funkcije.

Ko se izvajanje funkcije konča, spremenljivka neha obstajati.

```
In [72]:
          def funkcija(spr1):
              spr2 = 10
              print(f"Spr1: {spr1}")
              print(f"Spr2: {spr2}")
          funkcija(5)
          print(f"Spr1: {spr1}")
          print(f"Spr2: {spr2}")
         Spr1: 5
         Spr2: 10
         NameError
                                                    Traceback (most recent call last)
         <ipython-input-72-d9649ca9516e> in <module>
                6
                7 funkcija(5)
         ----> 8 print(f"Spr1: {spr1}")
                9 print(f"Spr2: {spr2}")
         NameError: name 'spr1' is not defined
```

Spremenljivka definirana znotraj naše glavne kode (zunaj naših funkcij) je **globalna spremenljivka** in je dostopna skozi našo celotno kodo.

```
In [73]:
          spr1 = 5
          print(f"Spr1: {spr1}")
          if spr1 == 5:
              spr2 = 10
          print(f"Spremenljivka2: {spr2}")
          print()
          def funkcija():
              spr3 = 200
              print(f"Spr1: {spr1}")
              print(f"Spr2: {spr2}")
              print(f"Spr3: {spr3}")
          funkcija()
          print()
          print(f"Spr1: {spr1}")
          print(f"Spr2: {spr2}")
```

Spr1: 5

```
Spremenljivka2: 10
Spr1: 5
Spr2: 10
Spr3: 200
Spr1: 5
Spr2: 10
```

Problem se lahko pojavi, če znotraj funkcije definiramo spremenljivko z enakim imenom, ki že obstaja kot globalna spremenljivka.

V tem primeru bo python spremenljivki označil kot dve različni spremenljivki. Ena dostopna znotraj funkcije, druga dostopna zunaj funkcije.

```
In [164... spr1 = 5
    print(f"Spr1: {spr1}")

def funkcija():
        spr1 = 100
        print(f"Spr1: {spr1}")

funkcija()
    print(f"Spr1: {spr1}")

Spr1: 5
    Spr1: 100
    Spr1: 5
```

Parameter se obnaša kot lokalna spremenljivka.

Spr1: 5

```
In [175... spr1 = 5
    print(f"Spr1: {spr1}")

    def funkcija(spr1):
        print(f"Spr1: {spr1}")

    funkcija(100)
    print(f"Spr1: {spr1}")

Spr1: 5
    Spr1: 100
```

Paziti je potrebno, ko posredujemo list ali dictionary kot argument.

```
In [74]:
          def funkcija(1):
              print(1)
              1[0] = 100
          seznam = [3, 7, 13]
          funkcija(seznam)
          print(seznam)
          [3, 7, 13]
          [100, 7, 13]
          def funkcija(d):
In [75]:
              print(d)
              d["a"] = 100
          dict_ = {"a": 5, "b": 6, "c": 7}
          funkcija(dict_)
          print(dict )
          {'a': 5, 'b': 6, 'c': 7}
          {'a': 100, 'b': 6, 'c': 7}
```

```
In [ ]:
```

Če želimo spreminjati globalno spremenljivko znotraj funkcije (znotraj local scope) moramo uporabiti besedo **global**.

```
In [76]: spr1 = 5
    print(f"Spr1: {spr1}")

    def funkcija():
        global spr1
        spr1 = 100
        print(f"Spr1: {spr1}")

    funkcija()
    print(f"Spr1: {spr1}")

Spr1: 5
    Spr1: 100
    Spr1: 100
```

S to besedo lahko tudi ustvarimo novo globalno spremenljivko, znotraj localnega scopa.

Naloga:

Napišite funkcijo, kjer lahko igramo **vislice**. Funkcija **vislice()** naj ima 2 parametra. Prvi je besedo katero se ugiba in drugi število možnih ugibov. Če števila ugibov ne podamo naj bo default vrednost 10. Uporabnika konstantno sprašujte naj vnese črko. Nato izpišite iskano besedo. Črke katere je uporabnik uganil izpišite normalno, črke katere še ni uganil pa nadomestite z _. Dodatno zraven prikazujte katere vse črke je uporabnik že preizkusil. Če uporabnik besedo uspešno ugani v danih poizkusih naj funkcija vrne vrednost True. V nasprotnem primeru naj vrne vrednost False.

Primeri:

```
_ a_ _ _ _ _
         Guesses so far ['a', 'e'].
         What is your guess? o
         _ a_ o_ _ o
         Guesses so far ['a', 'e', 'o'].
         What is your guess? p
         _ a_ o_ _ o
         Guesses so far ['a', 'e', 'o', 'p'].
         What is your guess? r
         _ a_ o_ _ o
         Guesses so far ['a', 'e', 'o', 'p', 'r'].
         What is your guess? 1
         _ a_ ol_ o
         Guesses so far ['a', 'e', 'o', 'p', 'r', 'l'].
         What is your guess? k
         _ a_ olko
         Guesses so far ['a', 'e', 'o', 'p', 'r', 'l', 'k'].
         What is your guess? j
         ja_ olko
         Guesses so far ['a', 'e', 'o', 'p', 'r', 'l', 'k', 'j'].
         What is your guess? b
         jabolko
         KONEC
         True
         # Rešitev
In [207...
          def vislice(beseda, n=10):
              correct_guesses = []
              all_guesses = []
              try_ = 0
              while try_ < n:</pre>
                  print()
                  guess = input(f"Guesses so far {all_guesses}. \nWhat is your guess? ")
                  all guesses.append(guess)
                  if guess in beseda:
                      correct_guesses.append(guess)
                  beseda_print = ""
                  for ch in beseda:
                      if ch in correct_guesses:
                          beseda_print += ch
                      else:
                          beseda_print += "_ "
                  print(beseda print)
                  if len(set(correct_guesses)) == len(set(beseda)):
                      print("KONEC")
                      return True
                  try_ += 1
              return False
```

```
print(vislice("jabolko"))
```

```
Guesses so far [].
What is your guess? a
_ a_ _ _ _ _
Guesses so far ['a'].
What is your guess? e
_ a_ _ _ _ _
Guesses so far ['a', 'e'].
What is your guess? o
_ a_ o_ _ o
Guesses so far ['a', 'e', 'o'].
What is your guess? p
_ a_ o_ _ o
Guesses so far ['a', 'e', 'o', 'p'].
What is your guess? r
_ a_ o_ _ o
Guesses so far ['a', 'e', 'o', 'p', 'r'].
What is your guess? 1
_ a_ ol_ o
Guesses so far ['a', 'e', 'o', 'p', 'r', 'l'].
What is your guess? k
_ a_ olko
Guesses so far ['a', 'e', 'o', 'p', 'r', 'l', 'k'].
What is your guess? j
ja_ olko
Guesses so far ['a', 'e', 'o', 'p', 'r', 'l', 'k', 'j'].
What is your guess? b
jabolko
KONEC
True
```

Naloga:

Ustvarite program **Križci in Krožci** Igralno polje lahko predstavite kot liste znotraj lista, kjer *E* predstavlja prazno polje. board = [["X", "E", "E"], ["O", "E", "E"], ["E", "E"]] Od igralcev nato izmenično zahtevajte polje v katerega želijo postaviti svoj znak. Privzememo lahko, da bodo igralci igrali pravično in vpisovali samo prazna polja.

Primeri:

```
Output:
['E', 'E', 'E']
```

```
['E', 'E', 'E']
['E', 'E', 'E']
It's X's turn. Make a move (exp: 12): '00

['X', 'E', 'E']
['E', 'E', 'E']
['E', 'E', 'E']
```

It's O's turn. Make a move (exp: 12): '12

```
['X', 'E', 'E']
         ['E', 'E', 'O']
         ['E', 'E', 'E']
         It's X's turn. Make a move (exp: 12): '10
         ['X', 'E', 'E']
         ['X', 'E', 'O']
         ['E', 'E', 'E']
         It's O's turn. Make a move (exp: 12): '12
         ['X', 'E', 'E']
         ['X', 'E', 'O']
         ['E', 'E', 'E']
         It's X's turn. Make a move (exp: 12): '20
         X je ZMAGOVALEC!
In [92]:
         def display_board(board):
              for row in board:
                  print(row)
          def make_move(on_turn, board):
              move = input(f"It's {on_turn}'s turn. Make a move (exp: 12): '")
              row = int(move[0])
              col = int(move[1])
              board[row][col] = on_turn
          def is_game_over(board):
              for row in board:
                  if row[0] != "E":
                      if row[0] == row[1] and row[0] == row[2]:
                         return True
              for i in range(3):
                  if board[0][i] != "E":
                      if board[0][i] == board[1][i] and board[0][i] == board[2][i]:
                         return True
              if board[0][0] != "E":
                  if board[0][0] == board[1][1] and board[0][0] == board[2][2]:
                      return True
              if board[0][2] != "E":
                  if board[0][2] == board[1][1] and board[0][2] == board[2][0]:
                      return True
              return False
          def play():
              ["E", "E", "E"]]
              on_turn = "X"
              while True:
                  display board(board)
                 make_move(on_turn, board)
                  game over = is game over(board)
                  if game over:
                      print(f"{on_turn} je ZMAGOVALEC!")
                     break
                  else:
                      if on_turn == "X":
```

In []:

```
Predavanje02 - Flow Control Statements, Functions, Generators, Variable Scope-Copy1
                                   on_turn = "0"
                             elif on_turn == "0":
                                   on_turn = "X"
                       print()
            play()
           ['E', 'E', 'E']
['E', 'E', 'E']
['E', 'E', 'E']
           It's X's turn. Make a move (exp: 12): '00
           Changing players
           ['X', 'E', 'E']
['E', 'E', 'E']
['E', 'E', 'E']
           It's O's turn. Make a move (exp: 12): '12
           Changing players
           ['X', 'E', 'E']
['E', 'E', 'O']
['E', 'E', 'E']
           It's X's turn. Make a move (exp: 12): '10
           Changing players
           ['X', 'E', 'E']
['X', 'E', 'O']
['E', 'E', 'E']
           It's O's turn. Make a move (exp: 12): '12
           Changing players
           ['X', 'E', 'E']
['X', 'E', 'O']
['E', 'E', 'E']
           It's X's turn. Make a move (exp: 12): '20
           X je ZMAGOVALEC!
In [ ]:
In [ ]:
```