## **Dictionaries**

Dictionaries are like sets, except that the "elements" of the dictionary are treated as keys, and a value is associated with that key. As in sets, the keys to dictionaries must be immutable and hashable objects. However, the values associated with the key can be anything, and can be mutable.

```
In [ ]: table = {} #Create empty dictionary
        table[27] = 'my value'
        table["dog"] = [1, 2, "three"]
        print("table:", table)
In [ ]: table[27] = 3
        print("table:", table)
In [ ]: if 'dog' in table:
                              #key in dictionary?
            table['cat'] = 'unhappy'
        print("table:", table)
In [ ]: # Iterate over keys in a dictionary. (Since python3.6,
        # dicts are iterated in order of key insertion)
        for key in table:
            print("key:", key)
In [ ]: # Iterate over values in a dictionary
        for val in table.values():
            print("val:", val)
In [ ]: # Iterate over items in a dictionary
        for key, val in table.items():
            print("key:", key, "-- val:", val)
In [ ]: # Remove element from a dictionary
        del table[27] #Exception if key is not in dictionary
        print("table:", table)
In [ ]: # Dictionary comprehensions also possible
        {n: n**3 for n in range(8)}
```

## get and setdefault

The get method enables one to return a default value if the key is not in the dictionary.

setdefault is a useful method for dictionaries that saves a lot of initialization code:

```
d.setdefault(key, val) is equivalent to:
   if key not in d:
        d[key] = val
d[key]
```

```
In [ ]: # get default value if key not in table
        table = {}
        val = table.get(32, [])
        print(val)
In [ ]: # get default value if key not in table
        table = {}
        table[32] = table.get(32, []).append(1)
        print(table[32])
In [ ]: # fixes bug from above
        table = {}
        table[32] = table.get(32, [])
        table[32].append(1)
        print(table[32])
In [ ]: # simpler using setdefault
        table = {}
        table.setdefault(32, []).append(1)
        print(table[32])
```

## **Practice**

Write a procedure remove\_first\_duplicate that, given a list whose elements are integers or strings, removes (returns a new list with) the *first* occurrence of the element that first gets repeated in the list removed. If there are no duplicates, the output should be equal to the original list. Below are two example inputs you can use to verify your solution.

```
In []: inp = [0, 12, 7, 12, 0, 12, 12, 34, 7, 23]
# expected = [0, 7, 12, 0, 12, 12, 34, 7, 23]
inp_str = ['zero', 'twelve', 'seven', 'twelve', 'zero', 'twelve', 'thirty four', 'seven', 'twenty three']

In []: def remove_first_duplicate(data):
    pass
    print(inp)
    print(remove_first_duplicate(inp))
```