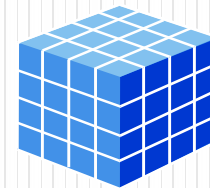


# UNIT-II



# Mutable V/s Immutable Data Types

Mutable Data Type	Immutable Data Type
Sequences can be modified after creation	Sequences cannot be modified after creation
Ex: Lists, Dictionary, Sets	Ex: Strings, Tuples
Operations like add, delete and update can be performed	Operations like add, delete and update cannot be performed

# Dictionaries

- Python dictionary is an unordered collection of items
- Dictionaries are mutable i.e., it is possible to add, modify and delete key-value pairs
- Keys are used instead of indexes
- Keys are used to access elements in dictionary and keys can be of type- strings, number, list etc
- A list of elements with key and value pairs ( separated by symbol:) inside curly braces
- The key must be unique[ Immutable], separated by colon ( : ) and enclosed with curly braces

- While other compound datatypes have only value as an element, a dictionary has a set of key & value pair known as item.
- Creating a dictionary is as simple as placing items inside curly braces { } separated by comma.
- We can also create a dictionary using the built-in function dict( )
- Dictionary is known as Associative Array
- Ex: plant = { } # we can have our own index

```
plant [1] = "Rose"  
plant[2] = "Lotus"  
plant["name"] = "Jasmin"  
plant ["color"] = "Green"  
print(plant)
```

## Examples:

- # creation of empty dictionary `my_dict = { }`
- # dictionary with integer keys `my_dict = { 1: 'apple', 2: 'ball' }`
- # dictionary with mixed keys `my_dict = { 'name': 'John', 1: [2, 4, 3] }`
- # using dict( ) `my_dict = dict({ 1:'apple', 2:'ball' })`
- 
- # from sequence having each item as a pair  
`my_dict = dict([(1,'apple'), (2,'ball')])`

`phonebook = { } # creation of empty Dictionary`

`phonebook = { " Ravi": 9247448766 } # Dict. with K-V pair`

`phonebook={“Ravi”:9247448766,”Rahul”:9985933931 }`

`# Dict. With 2 K-V Pairs`

## Accessing Elements in a Dictionary

- While indexing is used with other container types to access values, dictionary uses keys.
- Key can be used either inside square brackets or with the `get( )` method.
- The difference while using `get( )` is that it returns `None` instead of `KeyError`, if the key is not found.

# Example

- `my_dict = {'name':'student', 'age': 26}`
- `print (my_dict['name'])`
- `print (my_dict.get('age'))`
- `print (my_dict.get('address'))`
- `print (my_dict['address'])`
- **Output**  
student  
26  
None  
KeyError: 'address'

# Changing or Adding Elements in a Dictionary

- Dictionary are mutable.
- We can add new items or change the value of existing items using assignment operator.
- If the key is already present, value gets updated, else a new key: value pair is added to the dictionary.



# Example

- `my_dict={'age': 26, 'name': 'Rahul'}`
- `my_dict['age'] = 27` # update value
- `print my_dict`
  
- `my_dict['address'] = 'Downtown'` # add item
- `print my_dict`

## Output

```
{'age': 27, 'name': 'Ranjit'}
```

```
{'age': 27, 'name': 'Ranjit', 'address': 'Downtown'}
```

## Deleting or Removing Elements from a Dictionary

- We can remove a particular item in a dictionary by using the method `pop()`.
- This method removes an item with the provided key and returns the value.
- The method, `popitem()` can be used to remove and return an arbitrary item (key, value) from the dictionary.
- All the items can be removed at once using the `clear()` method.
- We can also use the `del` keyword to remove individual items or the entire dictionary itself.

# Example

```
squares = {1:1, 2:4, 3:9, 4:16, 5:25} # create a dictionary  
print squares.pop(4) # remove a particular item  
print squares
```

**Output:** 16

```
{1: 1, 2: 4, 3: 9, 5: 25}
```

```
squares = {1:1, 2:4, 3:9, 4:16, 5:25} # create a dictionary  
print squares.popitem() # remove an arbitrary item
```

**Output:** (5, 25)

```
squares = {1:1, 2:4, 3:9, 4:16, 5:25} # create a dictionary  
del squares[5] # delete a particular item  
print squares
```

**Output:** {1: 1, 2: 4, 3: 9, 4: 16}

```
squares = {1:1, 2:4, 3:9, 4:16, 5:25} # create a dictionary  
squares.clear() # remove all items  
print squares
```

**Output:** {}

# Dictionary Comprehension

- Dictionary comprehension is an elegant and concise way to create new dictionary from an iterable in Python.
- Dictionary comprehension consists of an expression pair (key: value) followed by for statement inside curly braces { }.
- Here is an example to make a dictionary with each item being a pair of a number and its square.

# Example

```
squares = {x: x*x for x in range(6)}  
print squares
```

**Output:** {0: 0, 1: 1, 2: 4, 3: 9, 4: 16, 5: 25}

#This code is equivalent to

```
squares = {}  
for x in range(6):  
    squares[x] = x*x  
print squares
```

**Output:** {0: 0, 1: 1, 2: 4, 3: 9, 4: 16, 5: 25}

# Dictionary Comprehension

- A dictionary comprehension can optionally contain more for or if statements.
- An optional if statement can filter out items to form the new dictionary. Here are some examples to make dictionary with only odd items.

## Example

```
odd_squares = {x: x*x for x in range(11) if x%2 == 1}  
print odd_squares
```

**Output:** {1: 1, 3: 9, 5: 25, 7: 49, 9: 81}

# Dictionary Membership Test

- We can test if a key is in a dictionary or not using the keyword `in`. Notice that membership test is for keys only, not for values.

## Example

```
squares = { 1: 1, 3: 9, 5: 25, 7: 49, 9: 81 }
```

```
print 1 in squares
```

```
print 2 not in squares
```

```
# membership tests for key only not value
```

```
print 49 in squares
```

## Output

```
True
```

```
True
```

```
False
```

# Iterating Through a Dictionary

Using a for loop we can iterate through each key in a dictionary.

## Example:

```
squares={ 1: 1, 3: 9, 5: 25, 7: 49, 9: 81 }
```

```
for i in squares:
```

```
    print(squares[i])
```

## Output:

1

9

25

49

81



# Built-in Functions with Dictionary

- `all( )` Return True if all keys of the dictionary are true (or if the dictionary is empty).
- `any( )` Return True if any key of the dictionary is true. If the dictionary is empty, return False.
- `len ( )` Return the length (the number of items) in the dictionary.
- `cmp( d1,d2)` Compares items of two dictionaries.
- `sorted ( )` Return a new sorted list of keys in the dictionary.

# any( ) & all( )

- `any(l == 't' for l in 'python')`  
# Returns True. Same as: 't' in 'python'
- `all(l == 't' for l in 'python')`  
# Returns False. Not all of the letters are 't'.

**Ex:**

```
square={0: 0, 0: 9, 0: 7, 0: 12}  
squares={1: 1, 3: 9, 5: 25, 7: 49}  
print len(squares)  
print sorted(squares)  
print cmp(squares,square)
```

**Output: 4**

[1, 3, 5, 7]

1

**Ex:**

```
squares={ }  
print all(squares)  
print any(squares)
```

**Output: True**

**False**

# Dictionary Methods

## str( ) Method

- The method str() produces a printable string representation of a dictionary.

**Syntax:** str(dict)

### Example

```
dict = {'Name': 'Zara', 'Age': 7};  
print ("Equivalent String : %s" % str (dict))
```

### Output

Equivalent String : {'Name': 'Zara', 'Age': 7}

# copy() Method

- The method `copy()` returns a shallow copy of the dictionary.

**Syntax:** `dict.copy()`

## Example

```
dict1 = {'Name': 'Zara', 'Age': 7};  
dict2 = dict1.copy()  
print ("New Dictionary : %s" % str(dict2))
```

## Output

New Dictionary : {'Age': 7, 'Name': 'Zara'}

# fromkeys( ) Method

- The method fromkeys( ) creates a new dictionary with keys from seq and values set to value.
- If we dont specify a value in Dict. it assumes as keyword None

**Syntax:** dict.fromkeys(seq[, value]))

## Example

```
seq = ('name', 'age', 'sex')
dict = dict.fromkeys(seq)
print "New Dictionary : %s" % str(dict)
dict = dict.fromkeys(seq, 10)
print "New Dictionary : %s" % str(dict)
```

## Output

```
New Dictionary : {'age': None, 'name': None, 'sex': None}
New Dictionary : {'age': 10, 'name': 10, 'sex': 10}
```

# get( ) Method

- The method get() returns a value for the given key.
- If key is not available then returns default value None.

**Syntax:** dict.get(key, default=None)

## Example

```
dict = {'Name': 'Zara', 'Age': 27}
print "Value : %s" % dict.get('Age')
print "Value : %s" % dict.get('Sex', "Never")
print ("Value : %s" % dict.get('Sex'))
```

## Output

```
Value : 27
Value : Never
Value : None
```

# has\_key( ) Method

- The method has\_key() returns true if a given key is available in the dictionary, otherwise it returns a false.

**Syntax:** dict.has\_key(key)

## Example

```
dict = {'Name': 'Zara', 'Age': 7}  
print "Value : %s" % dict.has_key('Age')  
print "Value : %s" % dict.has_key('Sex')
```

## Output

Value : True

Value : False



# items() Method

- The method items() returns a list of dict's (key, value) tuple pairs

**Syntax:** dict.items()

## Example

```
dict = {'Name': 'Zara', 'Age': 7}  
print "Value : %s" % dict.items()
```

## Output

```
Value : [('Age', 7), ('Name', 'Zara')]
```

# keys( ) Method

- The method keys() returns a list of all the available keys in the dictionary.

**Syntax:** dict.keys()

## Example

```
dict = {'Name': 'Zara', 'Age': 7}  
print ("Value : %s" % dict.keys())
```

## Output

```
Value : dict_keys(['Name', 'Age'])
```

# setdefault() Method

- The method setdefault() is similar to get(), but will set dict[key]=default if key is not already in dict.

**Syntax:** dict.setdefault(key, default=None)

## Example

```
dict = {'Name': 'Zara', 'Age': 7}
print "Value : %s" % dict.setdefault('Age', None)
print "Value : %s" % dict.setdefault('Sex', None)
```

## Output

Value : 7

Value : None

# update( ) Method

- The method update() adds dictionary dict2's key-values pairs in to dict. This function does not return anything.

**Syntax:** dict.update(dict2)

## Example

```
dict = {'Name': 'Zara', 'Age': 7}
```

```
dict2 = {'Sex': 'female' }
```

```
dict.update(dict2)
```

```
print ("Value : %s" % dict)
```

## Output

```
Value : {'Age': 7, 'Name': 'Zara', 'Sex': 'female'}
```

# values( ) Method

- The method values() returns a list of all the values available in a given dictionary.

**Syntax:** dict.values()

**Example**

```
dict = {'Name': 'Zara', 'Age': 7}  
print "Value : %s" % dict.values()
```

**Output**

Value : [7, 'Zara']

# Sets

- An un-ordered collection of unique elements
- Are lists with no index value and no duplicate entries
- Can be used to identify unique words used in a paragraph
- Operations like intersection, difference, union etc can be performed on sets

## Syntax:

```
set1={ } # creation of empty set
```

```
set2={"Python"} # set with an element
```

## Ex:

```
s1=set{"my name is Python and Python is my  
name".split()}
```

```
s1={'is', 'and', 'my', 'name', 'Python'}
```

# Operations on Sets

Operation	Equivalent	Operation
<code>len(s)</code>		Length of set 's'
<code>x in s</code>		Membership of 'x' in 's'
<code>x not in s</code>		Membership of 'x' not in 's'
<code>s.issubset(t)</code>	$s \leq t$	Check whether 's' is subset 't'
<code>s.issuperset(t)</code>	$s \geq t$	Check whether 't' is superset of 's'
<code>s.union(t)</code>	$s \mid t$	Union of sets 's' and 't'
<code>s.Intersection</code>	$s \& t$	Intersection of sets 's' and 't'
<code>s.difference(t)</code>	$s - t$	Returns elements in 's' but not in 't'
<code>s.symmetric_difference(t)</code>	$s \wedge t$	Returns elements in either 's' or 't' but not both
<code>s.copy(_)</code>		A new copy of 's'

# Windows

If you're using Windows, then here's your list of commands:

- Pwd print working directory
- hostname my computer's network name
- mkdir make directory
- cd change directory
- ls list directory
- rmdir remove directory
- pushd push directory
- popd pop directory
- cp copy a file or directory
- robocopy robust copy



# Windows

If you're using Windows, then here's your list of commands:

- **mv**                      **move a file or directory**
- **more**                      **page through a file**
- **type**                      **print the whole file**
- **forfiles**                      **run a command on lots of files**
- **dir - r**                      **find files**
- **select- string**                      **find things inside files**
- **help**                      **read a manual page**
- **helpctr**                      **find what man page is appropriate**
- **echo**                      **print some arguments**
- **set**                      **export/set a new environment variable**
- **exit**                      **exit the shell**



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