

Lecture 3

Python Tuples, Lists, Set, and Dictionaries

Tuples

- A tuple is a container which holds a series of comma-separated values (items or elements) between parentheses.
- Tuples are immutable and can hold mix data types.

Creating Tuples

- Items (with same data type) are added with parentheses

```
>>>  
>>> tup1=(0, -1, 12, 202.23, 100) #5 items are added with parentheses  
>>> type(tup1)#type() function is used to get the type of tup1  
<class 'tuple'>  
>>> print(tup1)  
(0, -1, 12, 202.23, 100)  
>>> |
```

Creating Tuples

- Items (with mix data type) are added with parentheses

```
>>>  
>>> tup2=('Red', 'Black', 1234, 'white'); #4 items with mixed types are added  
>>> print(tup2)  
('Red', 'Black', 1234, 'white')  
>>>  
>>>  
>>> |
```

Creating Tuples

- Items are added without parentheses

```
>>>  
>>> tup3='a1', 'b1', 'c1', 'd1'; #Items are added without parentheses  
>>> type(tup3)  
<class 'tuple'  
>>> print(tup3)  
('a1', 'b1', 'c1', 'd1')  
>>>  
>>>
```

Creating Tuples

- To create an empty tuple or create a tuple with single element.

```
>>>  
>>> empty_tup1 = () #This is command to create an empty tuple  
>>> print(empty_tup1)  
()  
>>> single_tup1 = (100,) #Creates a tuple of single item  
>>> print(single_tup1)  
(100,)  
>>>  
>>>
```

Creating Tuples

- Elements of a tuple are indexed like other sequences. The tuple indices start at 0.

```
>>> tup2 = ('Red', 'Black', 1234, 12.34)
>>> print(tup2)
('Red', 'Black', 1234, 12.34)
>>> print(tup2[0]) #Return first element
Red
>>> print(tup2[3]) #Return last element
12.34
>>> print(tup2[4])
Traceback (most recent call last):
  File "<pyshell#240>", line 1, in <module>
    print(tup2[4])
IndexError: tuple index out of range
>>>
>>>
```

Creating Tuples

- Tuples are immutable which means it's items values are unchangeable.

```
>>>
>>> tup2 = ('Red', 'Black', 1234, 12.34)
>>> print(tup2[0])
Red
>>> tup2[0]="White" #Try to change the value of the first item
Traceback (most recent call last):
  File "<pyshell#245>", line 1, in <module>
    tup2[0]="White" #Try to change the value of the first item
TypeError: 'tuple' object does not support item assignment
>>>
\\
```


Slicing a tuple

- Like other sequences like strings, tuples can be sliced.
- Slicing a tuple creates a new tuple but it does not change the original tuple.

```
>>>
>>> tup2 = ('Red', 'Black', 1234, 12.34) #There are 4 elements in the tuples,
indices start at 0 and end at 3
>>> print(tup2[0:2])#cut first two items
('Red', 'Black')
>>> print(tup2[1:2])#cut second item
('Black',)
>>> print(tup2[1:-2])#cut second item from right
('Black',)
>>> print(tup2[:3])#cut first three items
('Red', 'Black', 1234)
>>>
>>> |
```

Using + and * operators in Tuples

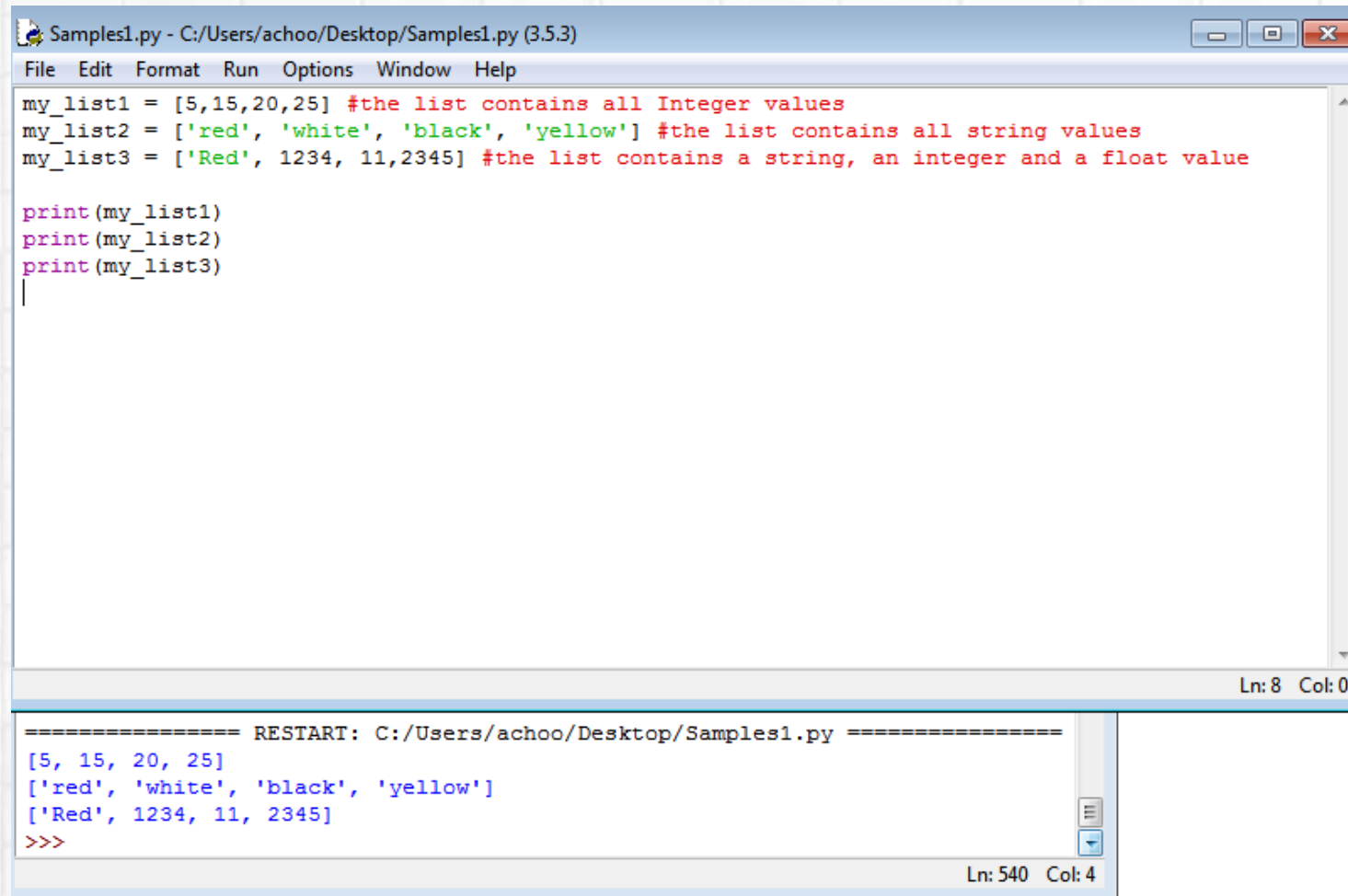
- Use + operator to create a new tuple that is a concatenation of tuples and use * operator to repeat a tuple.

```
>>>
>>> tup1=(1,2,3)
>>> tup2=(4,5,6)
>>> tup3=(7,8,9)
>>> tup_123 = tup1+tup2+tup3 #concatenation of 3 tuples
>>> print(tup_123)
(1, 2, 3, 4, 5, 6, 7, 8, 9)
>>> print(tup1*4) #repetition with * operator
(1, 2, 3, 1, 2, 3, 1, 2, 3, 1, 2, 3)
>>>
>>>
```

Lists

- A list is a container which holds comma-separated values (items or elements) between square brackets where items or elements need not all have the same type.

Creating Lists



The screenshot shows a Python IDE window titled "Samples1.py - C:/Users/achoo/Desktop/Samples1.py (3.5.3)". The main editor contains the following Python code:

```
my_list1 = [5,15,20,25] #the list contains all Integer values
my_list2 = ['red', 'white', 'black', 'yellow'] #the list contains all string values
my_list3 = ['Red', 1234, 11,2345] #the list contains a string, an integer and a float value

print(my_list1)
print(my_list2)
print(my_list3)
```

The status bar at the bottom right of the editor indicates "Ln: 8 Col: 0". Below the editor is a console window showing the output of the program after a restart:

```
===== RESTART: C:/Users/achoo/Desktop/Samples1.py =====
[5, 15, 20, 25]
['red', 'white', 'black', 'yellow']
['Red', 1234, 11, 2345]
>>>
```

The console window status bar indicates "Ln: 540 Col: 4".

Creating Lists

- A list without any element is called an empty list.

```
>>>  
>>> my_list=[]  
>>> print(my_list)  
[]  
>>>
```

List indices

- List indices work the same way as string indices, list indices start at 0.
- If an index has a positive value it counts from the beginning and similarly it counts backward if the index has a negative value.
- As positive integers are used to index from the left end and negative integers are used to index from the right end, so every item of a list gives two alternatives indices.

List indices

- Let create a list called Color_List with four(4) items.
- Color_List=['Red', 'White', 'Blue', 'Black']

Item	Red	White	Blue	Black
Index(from left)	0	1	2	3
Index(from right)	-4	-3	-2	-1

- If give any index value which is out of range then interpreter creates an error message.

List indices

```
>>>
>>> Color_List=['Red', 'White', 'Blue', 'Black'] #The list have four elements
indices start at 0 and end at 3
>>> Color_List[0] #Return the first Element
'Red'
>>> print(Color_List[0], Color_List[3]) #Print first and last elements
Red Black
>>> Color_List[-1] #Return last Element
'Black'
>>> print(Color_List[4]) #Indices is out of range
Traceback (most recent call last):
  File "<pyshell#312>", line 1, in <module>
    print(Color_List[4]) #Indices is out of range
IndexError: list index out of range
>>>
\\
```

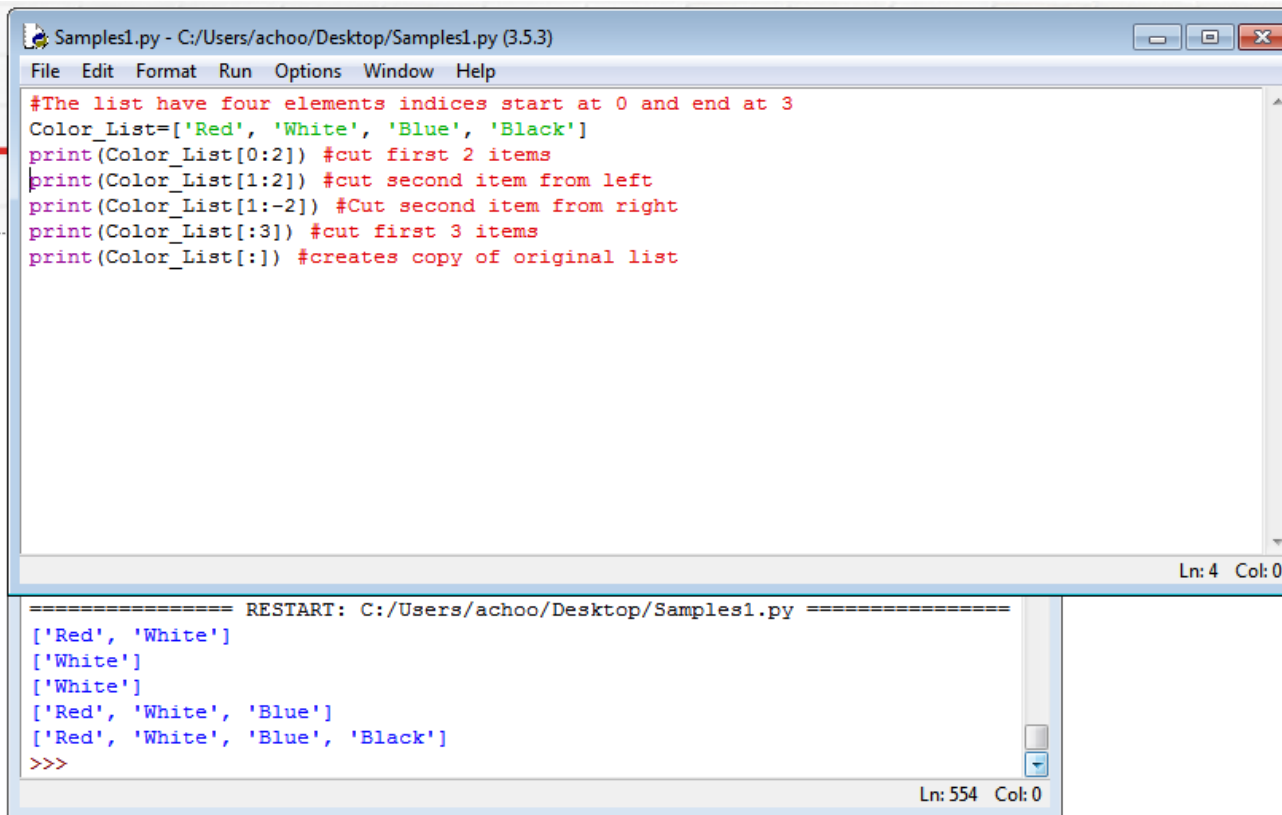

List Slices

- Lists can be sliced like strings and other sequences. The syntax of list slices is easy:

`Sliced_list = List_Name(startIndex:endIndex)`

- This refers to the items of a list starting at index `startIndex` and stopping just before index `endIndex`.
- The default values for list are 0 (`startIndex`) and the end (`endIndex`) of the list.
- If you omit both indices, the slice makes a copy of the original list.

List Slices



The image shows a screenshot of a Python IDE window titled "Samples1.py - C:/Users/achoo/Desktop/Samples1.py (3.5.3)". The window has a menu bar with "File", "Edit", "Format", "Run", "Options", "Window", and "Help". The main text area contains the following Python code:

```
#The list have four elements indices start at 0 and end at 3
Color_List=['Red', 'White', 'Blue', 'Black']
print(Color_List[0:2]) #cut first 2 items
print(Color_List[1:2]) #cut second item from left
print(Color_List[1:-2]) #Cut second item from right
print(Color_List[:3]) #cut first 3 items
print(Color_List[:]) #creates copy of original list
```

The status bar at the bottom right of the text area shows "Ln: 4 Col: 0". Below the text area is a console window showing the output of the code after a restart:

```
===== RESTART: C:/Users/achoo/Desktop/Samples1.py =====
['Red', 'White']
['White']
['White']
['Red', 'White', 'Blue']
['Red', 'White', 'Blue', 'Black']
>>>
```

The console window status bar shows "Ln: 554 Col: 0".

Lists are Mutable

- Items in the list are mutable i.e. after creating a list you can change any item in the list.

```
"""  
>>> Color_List=['Red', 'White', 'Blue', 'Black']  
>>> print(Color_List[0])  
Red  
>>> Color_List[0] = "Orange" #Change the value of first item 'Red' to "Orange"  
>>> print (Color_List)  
['Orange', 'White', 'Blue', 'Black']  
>>> print(Color_List[0])  
Orange  
>>> ,
```

Using + and * operators in List

- Use + operator to create a new list that is a concatenation of two lists and use * operator to repeat a list.

```
>>> color_list1 = ['White', 'Yellow']
>>> color_list2 = ['Red', 'Blue']
>>> color_list3 = ['Green', 'Black']
>>> color_list = color_list1 + color_list2 + color_list3
>>> print(color_list)
['White', 'Yellow', 'Red', 'Blue', 'Green', 'Black']
>>> number = [1,2,3,4]
>>> print(number[1]*4) #number[1] is value 2, thus is 2 * 4
8
>>> print(number*4) #number list repeated 4 times
[1, 2, 3, 4, 1, 2, 3, 4, 1, 2, 3, 4, 1, 2, 3, 4]
>>>
```

Sets

- A set is an unordered collection of unique elements.
- Basic uses include dealing with set theory (which support mathematical operations like union, intersection, difference, and symmetric difference) or eliminating duplicate entries

Sets

```
>>>
>>> a = [1,2,1,3,0,0,4,7,8,6]
>>> b = [5,5,7,8,7,9,6,1,1,2]
>>> s1 = set(a) #Unique numbers in s1
>>> s2 = set(b) #Unique numbers in s2
>>> s1
{0, 1, 2, 3, 4, 6, 7, 8}
>>> s2
{1, 2, 5, 6, 7, 8, 9}
>>> s1 - s2 #numbers in s1 but not in s2
{0, 3, 4}
>>> s1 | s2 #numbers in either s1 or s2
{0, 1, 2, 3, 4, 5, 6, 7, 8, 9}
>>> s1 & s2 #numbers in both s1 and s2
{1, 2, 6, 7}
>>> s1 ^ s2 #numbers in s1 or s2 but not both
{0, 3, 4, 5, 9}
>>>
```

Dictionaries

- Python dictionary is a container of the unordered set of objects like lists.
- The objects are surrounded by curly braces {}.
- The items in a dictionary are a comma-separated list of key:value pairs where keys and values are Python data type.
- Each object or value accessed by key and keys are unique in the dictionary.

Dictionaries

- As keys are used for indexing, they must be the immutable type (string, number, or tuple).
- You can create an empty dictionary using empty curly braces.

```
>>>
>>> pd={"Class" : 'V', "Section" : 'A', "roll_no" :12}
>>> print(pd["Class"])
V
>>> print(pd["Section"])
A
>>> print(pd["roll_no"])
12
>>> print(pd)
{'Section': 'A', 'roll_no': 12, 'Class': 'V'}
>>>
```


Making Decisions in a Program

- Three basic control structures
 - Sequence
 - Selection
 - Repetition
- All procedures in an application are written using one of more of these structures.

Testing and Debugging

- Test an application using some sample data
 - Use both valid and invalid data
- **Valid data:** Data that application is expecting
- **Invalid data:** Data that application is not expecting
- **Debugging:** Process of locating and correcting errors
- Errors can be related to either syntax or logic.

Testing and Debugging

- **Syntax error:** Occurs when a rule of programming language is broken.
- **Logic error:** Occurs when syntax is correct but outcome is not what was desired.
 - Causes may include missing instructions, instructions out of order, or wrong type of instruction.