

Tuple manipulations

- Predefined class for tuple is <class 'tuple'>
- Heterogeneous Objects are allowed [dis-similar values]
- Insertion order is maintained
- tuple is Immutable
- Duplicate Objects are allowed
- None type Objects are allowed
- All Object in the tuple must be taken in between ()
- Every Object must be separated by using ,

Creating tuple Collection:

#App-1 Creating an empty tuple

```
t1=()
print("Type is : ",type(t1))
print("Data is : ",t1)
```

#Creating tuple collection with Objects

```
print("-"*30)
t2=(10,"A",3.14,None,10)
print("Type is : ",type(t2))
print("Data is : ",t2)
```

#creating tuple using tuple() and tuple(iterable)

#tuple() -> tuple object

print("-"*30)

t3=tuple()

print("type is ",type(t3))

print("Data is : ",t3)

#tuple(iterable) # str | list | tuple | set | dict

print("-"*30)

lst=[10,20,30,40,50]

t4=tuple(lst)

print("Type is : ",type(t4))

print("Data is : ",t4)

#Example

print("-"*30)

t5=10,20,30,40,50

print("Type is : ",type(t5))

print("Data is : ",t5)

#Example Creating tuple objects with one element

print("-"*30)

t6=(10,)

print("Type is : ",type(t6))

```
print("Data is : ",t6)
```

#Creating a tuple with 1 to 10

#range(start,end,step) -> range object | iterable

```
print("-"*30)
```

```
r=range(1,11)
```

```
print("Typ is : ",type(r))
```

```
print("Data is : ",r)
```

#tuple(iterable) -> tuple

```
t7=tuple(r)
```

```
print("Type is : ",type(t7))
```

```
print("Data is : ",t7)
```

Reading the Values From Tuple Collections:

```
t1=(10,"A",3.14,None,120)
```

```
print("tuple : ",t1)
```

#Using Index

```
print("First : ",t1[0])
```

```
print("Last : ",t1[-1])
```

#Using Slicing

```
print("First 3 Objects : ", t1[0:3:1])
```

```
print("Last 3 Objects : ",t1[2:5])
```

#Unpacking

```
t2=(101,"ramesh",30,40,50)
no,name,m1,m2,m3=t2
```

```
print(no,name,m1,m2,m3,sep='-----')
```

#Unpacking using slicing

```
n,na=t2[0:2]
print("No is : ",n)
print("Name is : ",na)
marks=t2[2:5:1]
print("Marks is : ",marks)
```

#Reading all Objects From Tuple

```
import time
for i in t2:
    time.sleep(1)
    print(i)
```

Note:

- Where List Collection is mutable i.e. objects of list collection can be editable , But tuple is immutable

collection , thus making the changes in the tuple is not possible

- `append()`, `insert()`, `extend()`, `pop()`, `remove()`, `clear()`, `copy()` methods are not supported in tuple collection
- `index()` and `count()` methods are supported in tuple collections

```
t1=(10,"A",3.14,None,120,10)
print("tuple : ",t1)
```

```
#del t1[2]
```

```
#TypeError: 'tuple' object doesn't support item deletion
```

```
#t1[1]="AAA"
```

```
#TypeError: 'tuple' object does not support item assignment
```

```
#T.index(item[,start,[end] ]) -> int
```

```
pos=t1.index(10)
```

```
print("Object 10 found @ ",pos)
```

```
pos=t1.index(10,2,6)
```

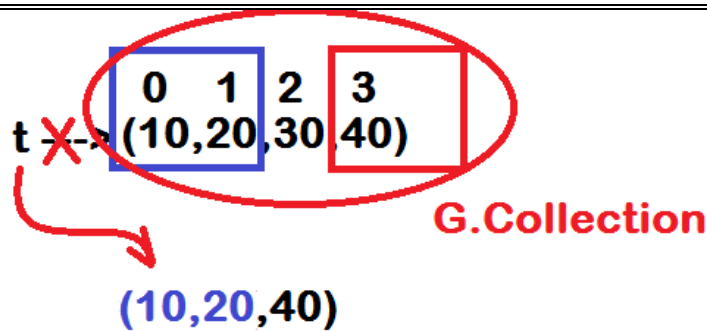
```
print("Object 10 Found @ : ",pos)
```

```
#T.count(item) -> int
#T.count(item[,start,end])) -> int [available int str]
no=t1.count(10)
print("Object 10 found for ",no," times ")
```

#Code for deleting an item from given position of tuple collection

```
#    0  1  2  3  → index
t=(10,20,30,40) #len(t) -> 4
```

```
print("Tuple is : ",t)
pos=int(input("enter pos of an object ")) #pos=2
if pos<len(t):
    f=t[0:pos] #(10,20)
    s=t[pos+1:]
    t=f+s
    print("After Deleting an Object : ",t)
else:
    print("Sorry Invalid Index For deleting an Object")
```



Example code for inserting an Object @ specified position of Tuple :

```
#    0    1    2    3
```

```
t=(10,20,30,40) #len(t) -> 4
```

```
print("Tuple is : ",t)
```

```
pos=int(input("enter pos of an object ")) #pos=2
```

```
if pos<len(t):
```

```
    new=[input("Enter New Object ") ] #str -> list
```

```
    f=t[0:pos] #(10,20)
```

```
    s=t[pos:] #(30,40)
```

```
    t=f+tuple(new)+s    #tuple(iterable) [new]list is iterable
```

```
    print("Result is : ",t)
```

```
else:
```

```
    print("Sorry Invalid pos")
```

App 2:

0 1 2 3

t=(10,20,30,40) #len(t) -> 4

print("Tuple is : ",t)

pos=int(input("enter pos of an object ")) #pos=2

if pos<len(t):

new=int(input("Enter New Object ")) #222

f=t[0:pos] #(10,20)

s=t[pos:] #(30,40)

t=f+(new,)+s

print("Result is : ",t)

else:

print("Sorry Invalid pos")

Example For Updating an Existed Object with New @ specified Index Position:

```
# 0 1 2 3
```

```
t=(10,20,30,40) #len(t) -> 4
```

```
print("Tuple is : ",t)
```

```
pos=int(input("enter pos of an object ")) #pos=2
```

```
if pos<len(t):
```

```
    new=int(input("Enter new Object ")) #222
```

```
    f=t[0:pos]
```

```
    s=t[pos+1:]
```

```
    t=f+(new,)+s
```

```
    print("After Updating an Object : ",t)
```

```
else:
```

```
    print("Sorry Invalid Index ")
```

Note:

- List and Tuple is almost similar ,but list is mutable whereas tuple is immutable.
- List is Best if your frequent operations insertion and deletion
- Tuple is Best if your frequent operations are reading the values.

- **Tuple more faster than list collection as it is immutable the size fixed ,whereas list is mutable the size changing dynamically based on the values we inserted in to it.**