

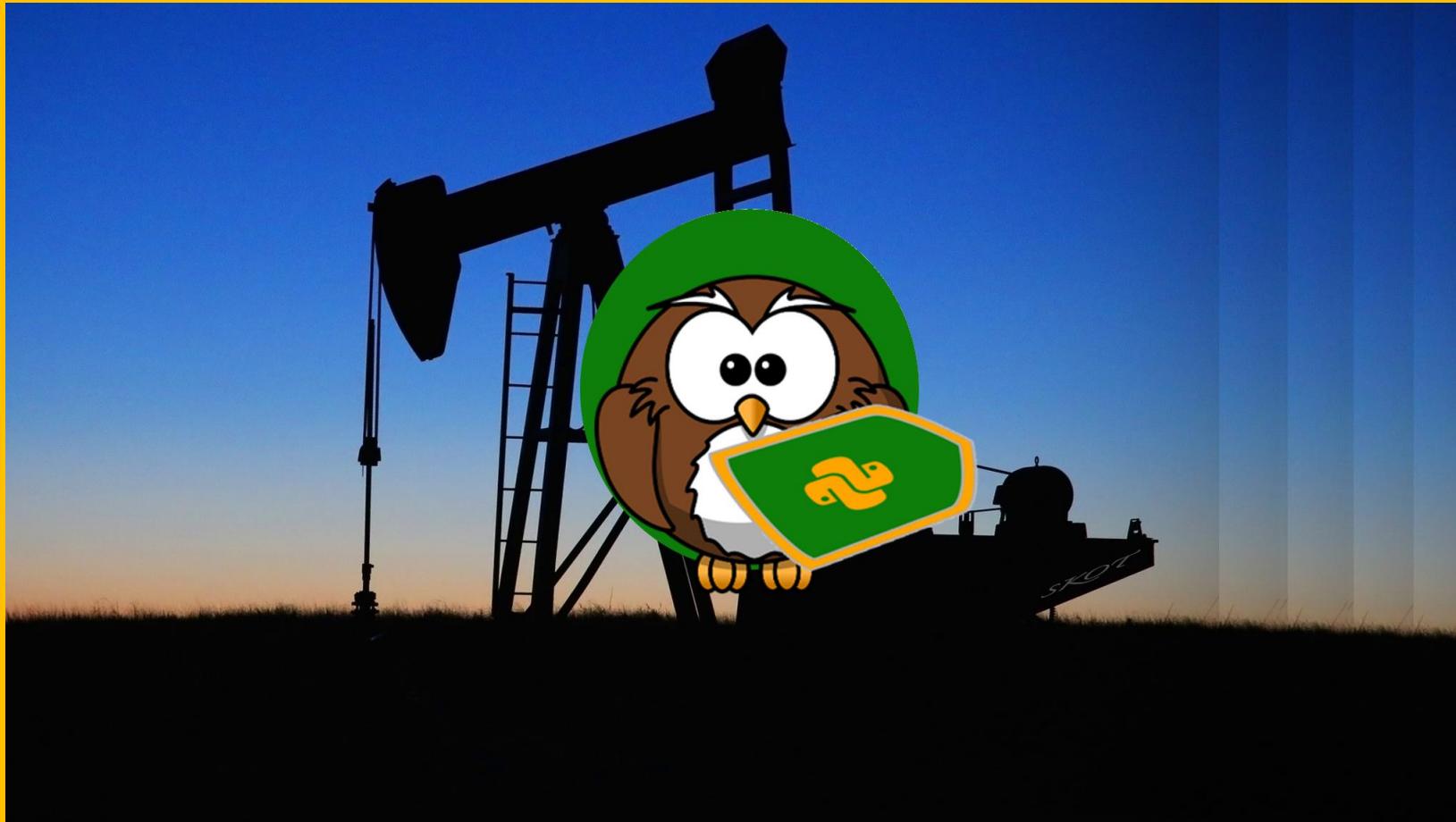
Modern Pythoneering

The Built-In Reports

By Randall Nagy



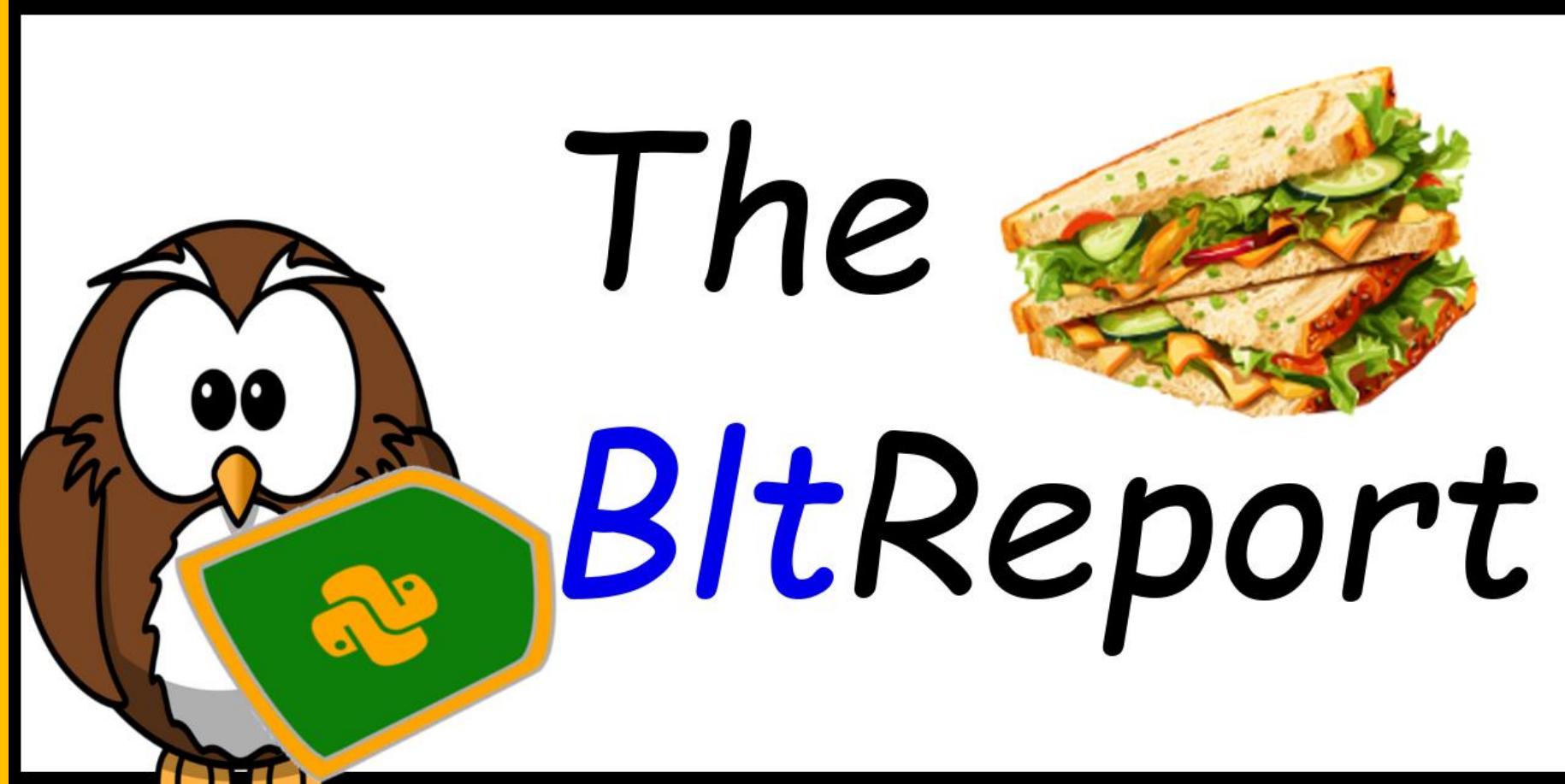
A.K.A: PyQuesting!

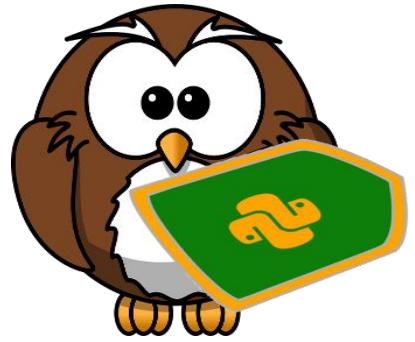






Video: BLT_00100





The ‘Upper-Cased’

Keywords:

- True
- False
- None



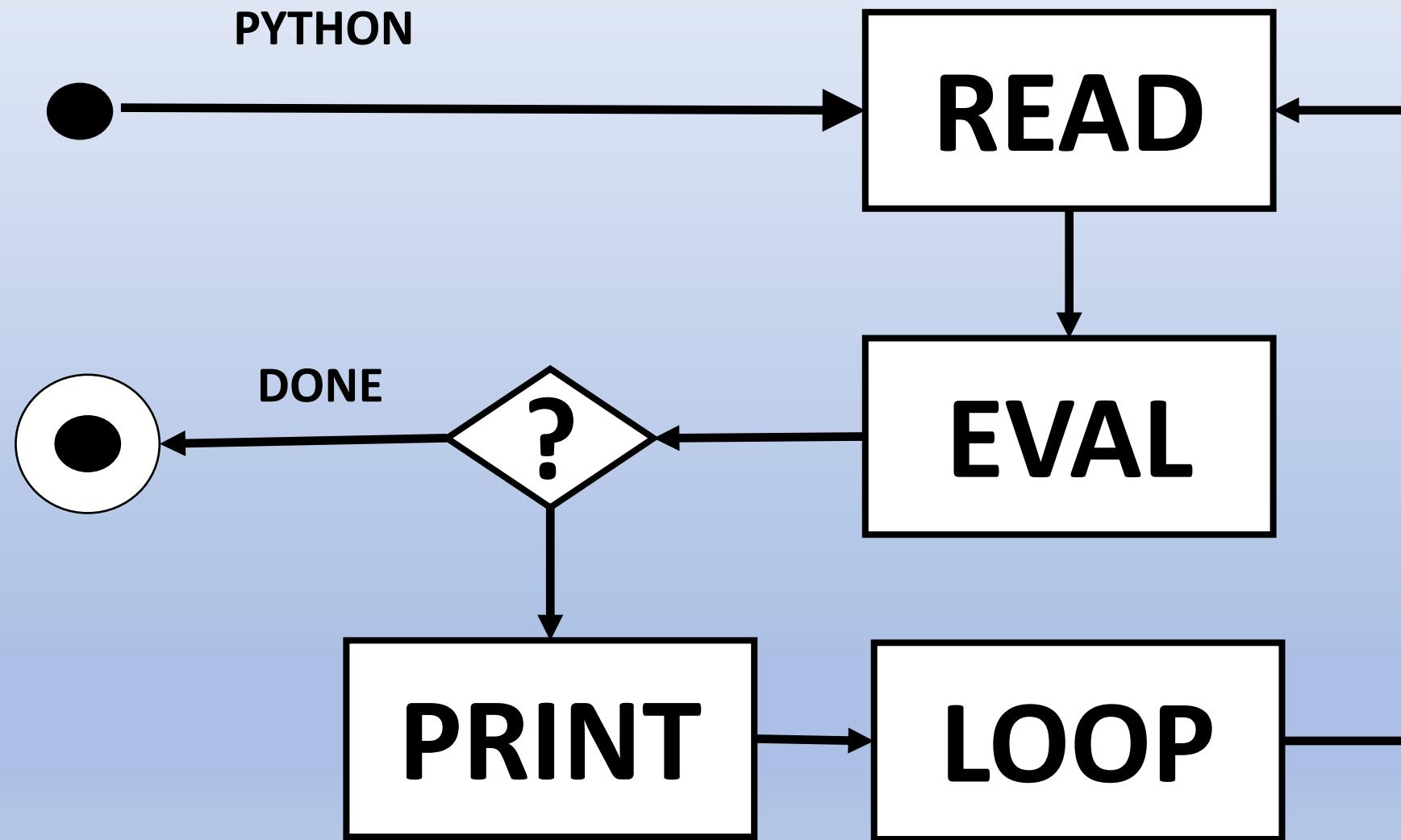
The Built-Ins

Ops:

- `type()`
- `eval()`
- `bool()`
- `int()`



R.E.P.L ?





KA1002: The REPL

Beginner

What is REPL?

- (1) All objects are REPLacable
- (2) Read, Evaluate, Print, and Loop
- (3) The default version of Python
- (4) A well-known research & design pattern
- (5) None of the above

1

R0





KA1056: Boolean Basics

Beginner

Boolean Values:

- (1) Either `True` or `False`
- (2) Can include `None`
- (3) Are default return types
- (4) May be lower cased
- (5) All of the above

1
R0





KA1060: Evaluations

Beginner

`eval('bool(1)')` will:

- (1) Raise an Exception
- (2) Return True
- (3) Return False
- (4) Return NoneType
- (5) None of the above

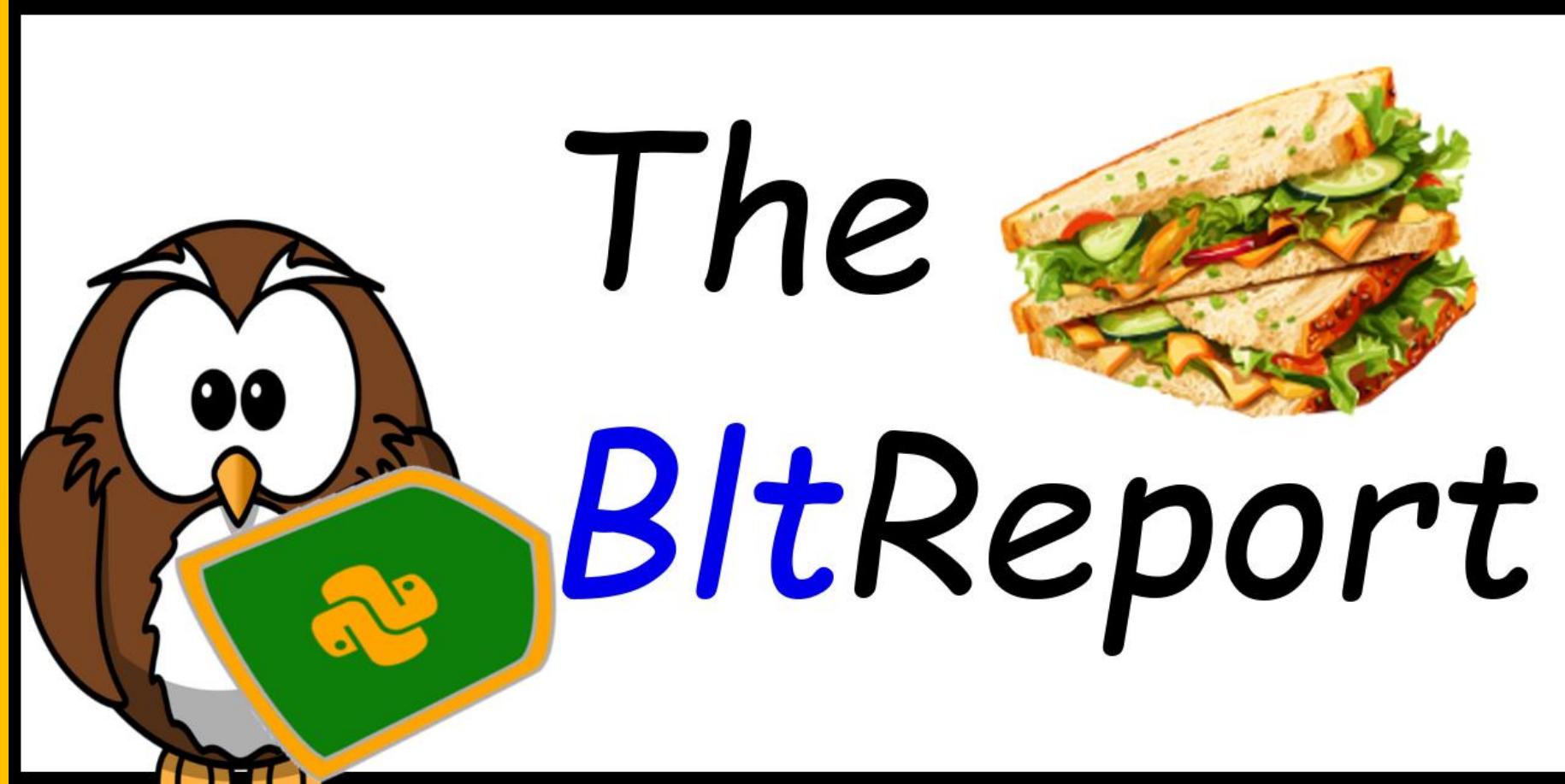
1

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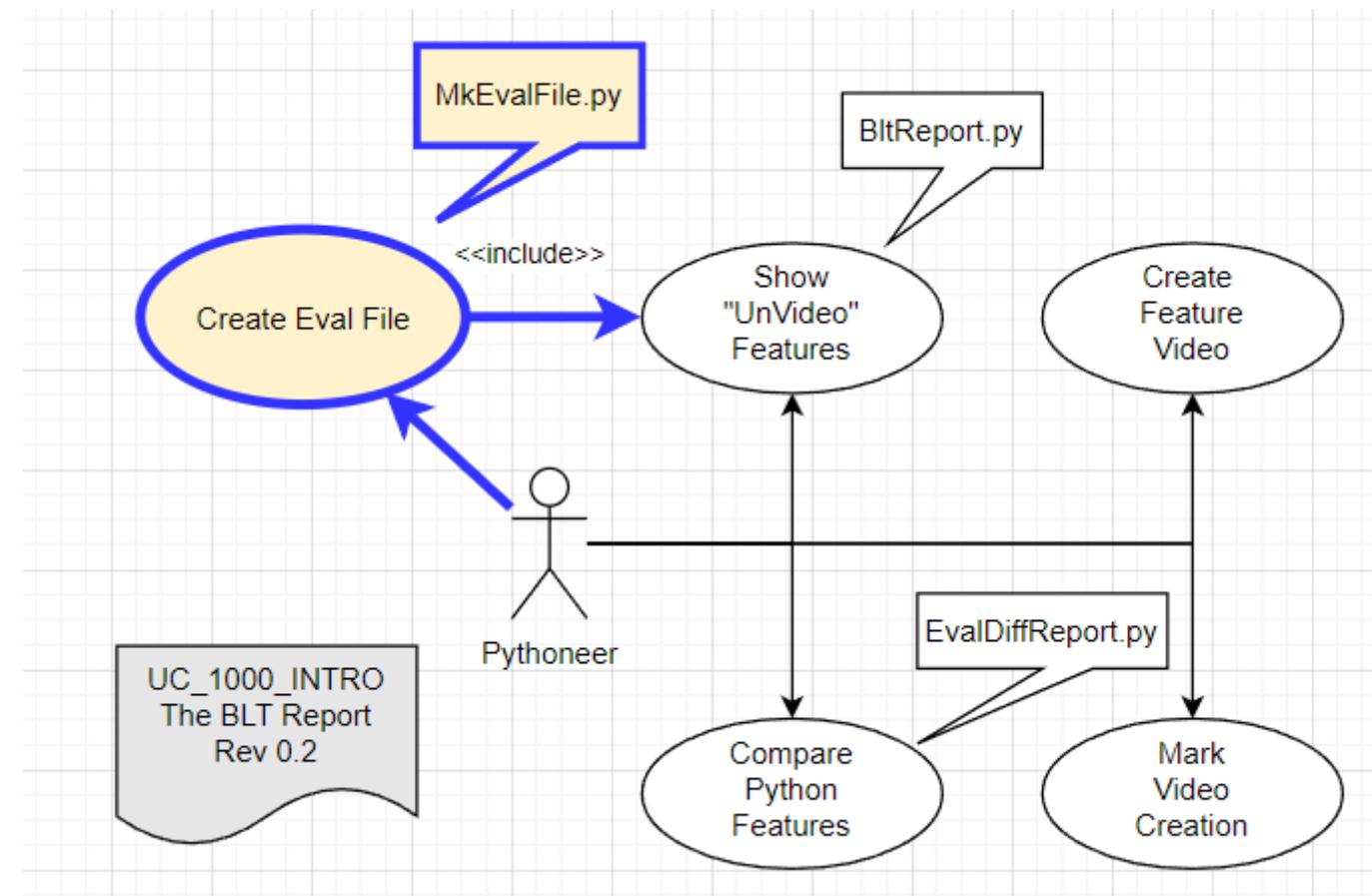


Video: BLT_00200





Code Changes





Review

Ops:

- `print()`
- `int()`
- `bool()`
- `type()`
- `eval()` ...



Reviewing print() Options

```
>>> help(print)
```

```
Help on built-in function print in module builtins:
```

```
print(...)
```

```
    print(value, ..., sep=' ', end='\n', file=sys.stdout, flush=False)
```

Prints the values to a stream, or to sys.stdout by default.

Optional keyword arguments:

file: a file-like object (stream); defaults to the current sys.stdout.

sep: string inserted between values, default a space.

end: string appended after the last value, default a newline.

flush: whether to forcibly flush the stream.



Common int() / bool() Members

- Comprehension

```
>>> print(*[z for z in dir(7) if not z[0] == '_'],sep='\n')
as_integer_ratio
bit_length
conjugate
denominator
from_bytes
imag
numerator
real
to_bytes
>>>
```



.bit_length?

- bool() ~v~ int()

```
>>> bool(1).bit_length()
1
>>> int(1).bit_length()
1
>>> int(255).bit_length()
8
>>> bool(255).bit_length()
1
```



From / To Bytes

```
>>> int(1).to_bytes(2, 'big', signed=False)
b'\x00\x01'
>>> int(1).to_bytes(2, 'little', signed=False)
b'\x01\x00'
>>> int().from_bytes(b'\x01\x00', 'little', signed=False)
1

>>> little = int(1).to_bytes(2, 'little', signed=False)
>>> print(little)
b'\x01\x00'
>>> print(int().from_bytes(little, 'big', signed=False))
256
```



Conjugate

```
>>> import math  
>>> i = int(math.pi)  
>>> i.conjugate()  
3  
>>>  
>>> i = int(-math.pi)  
>>> i.conjugate()  
-3
```



as_integer_ratio

```
>>> help(int(7).as_integer_ratio)
```

Help on built-in function as_integer_ratio:

`as_integer_ratio()` method of `builtins.int` instance

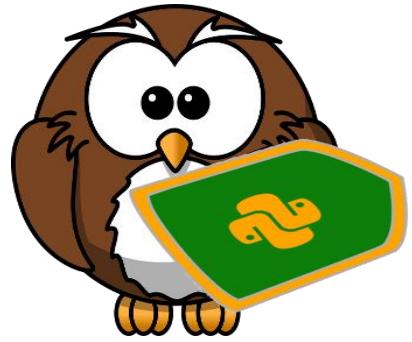
Return integer ratio.

Return a pair of integers, whose ratio is exactly equal to the original int and with a positive denominator.



Numerator : Ratios

```
>>> int(7).as_integer_ratio()  
(7, 1)  
>>> int(-7).as_integer_ratio()  
(-7, 1)  
>>> int(0xe7).as_integer_ratio()  
(231, 1)  
>>> int(-0xe7).as_integer_ratio()  
(-231, 1)
```



Properties

```
>>> int(7).numerator  
7  
>>> int(7).denominator  
1
```



Properties

```
>>> import math
>>> math.pi
3.141592653589793
>>> int(math.pi)
3
>>> i = int(math.pi)
>>> i.imag
0
>>> i.real
3
```



Integral Type Commons

- ✓ `as_integer_ratio`
- ✓ `bit_length`
- ✓ `conjugate`
- ✓ `denominator`
- ✓ `from_bytes`
- ✓ `imag`
- ✓ `numerator`
- ✓ `real`
- ✓ `to_bytes`



A screenshot of the IDLE Python shell interface. The title bar says "IDLE Shell". The menu bar includes "File", "Edit", "Shell", "Debug", "Options", "Window", and "Help". The main window shows the following Python code and its output:

```
>>> bool(255)
True
>>> bool(-255)
True
>>> bool(0)
False
>>> |
```

The output shows that `bool(255)`, `bool(-255)`, and `bool(0)` all return their respective boolean values: `True`, `True`, and `False`. A cursor is visible at the bottom of the code input area.



Class Dictionaries

- `__dict__` ~v~ `vars()`

```
>>> class Z:  
    a=1;b=2  
    def __init__(self):  
        self.c=7;self.d=8
```

```
>>> z().__dict__  
{'c': 7, 'd': 8}  
>>> vars(z())  
{'c': 7, 'd': 8}
```



Alternate type() Initialization

- Case Study: BltTypeEx.py

```
class zclass:  
    def __init__(self, **kwargs):  
        self.times = 1000  
        print(f'Created zclass {kwargs}')  
  
normal = zclass(times=3000)  
print('1', vars(normal))  
  
other = type('zclass', tuple(), dict(times=9000))  
print('2', vars(other))
```



Python Meta

Try this @home?

```
>>> for a in copyright, credits, license:  
    print(a)
```

```
>>> help("this")
```

```
>>> import antigravity
```



- ▶ **False**
- ▷ **all**
- ▶ **bool**
- ▷ **callable**
- ▷ **complex**
- ▷ **dict**
- ▶ **eval**
- ▷ **float**
- ▷ **globals**
- ▷ **hex**
- ▷ **isinstance**
- ▶ **license**
- ▷ **max**
- ▷ **object**
- ▷ **pow**
- ▷ **range**
- ▷ **set**
- ▷ **staticmethod**
- ▷ **tuple**
- ▶ **None**
- ▷ **any**
- ▷ **breakpoint**
- ▷ **chr**
- ▶ **copyright**
- ▷ **dir**
- ▷ **exec**
- ▷ **format**
- ▷ **hasattr**
- ▷ **id**
- ▷ **issubclass**
- ▷ **list**
- ▷ **memoryview**
- ▷ **oct**
- ▶ **print**
- ▷ **repr**
- ▷ **setattr**
- ▷ **str**
- ▶ **True**
- ▷ **ascii**
- ▷ **bytearray**
- ▷ **classmethod**
- ▶ **credits**
- ▷ **divmod**
- ▶ **exit**
- ▷ **frozenset**
- ▷ **hash**
- ▶ **input**
- ▷ **iter**
- ▷ **locals**
- ▷ **min**
- ▷ **open**
- ▷ **property**
- ▷ **reversed**
- ▷ **slice**
- ▷ **sum**
- ▶ **vars**
- ▷ **abs**
- ▷ **bin**
- ▷ **bytes**
- ▷ **compile**
- ▷ **delattr**
- ▷ **enumerate**
- ▷ **filter**
- ▷ **getattr**
- ▷ **help**
- ▶ **int**
- ▷ **len**
- ▷ **map**
- ▷ **next**
- ▷ **ord**
- ▶ **quit**
- ▷ **round**
- ▷ **sorted**
- ▷ **super**
- ▷ **zip**



KA1061: Integer Values

Beginner

```
>>> int(-255)
```

- (1) Exception
- (2) -False
- (3) True
- (4) 255
- (5) -255

1

R0





KA2036: Object Values

Intermediate

We use `vars()` to:

- (1) Create object dictionaries
- (2) Manage collection types
- (3) Access 'dunder dict' values
- (4) Manage string values
- (5) Manage integral values

1

R0





KA2037: Boolean Values

Intermediate

```
>>> bool (-255)
```

- (1) Exception
- (2) -False
- (3) True
- (4) 255
- (5) -255

1

R0





KA2038: List Comprehension

Intermediate

```
>>> [c for c in dir(7) if not c[0] == '_']
```

- (1) Range Exception
- (2) All public members
- (3) []
- (4) All private operations
- (5) None of the above

1

R0





KA3036: Type Management

Advanced

Use `type()` to:

- (1) Change existing members
- (2) Create Objects
- (3) Safely remove presence
- (4) Determine instance type
- (5) Two of the above

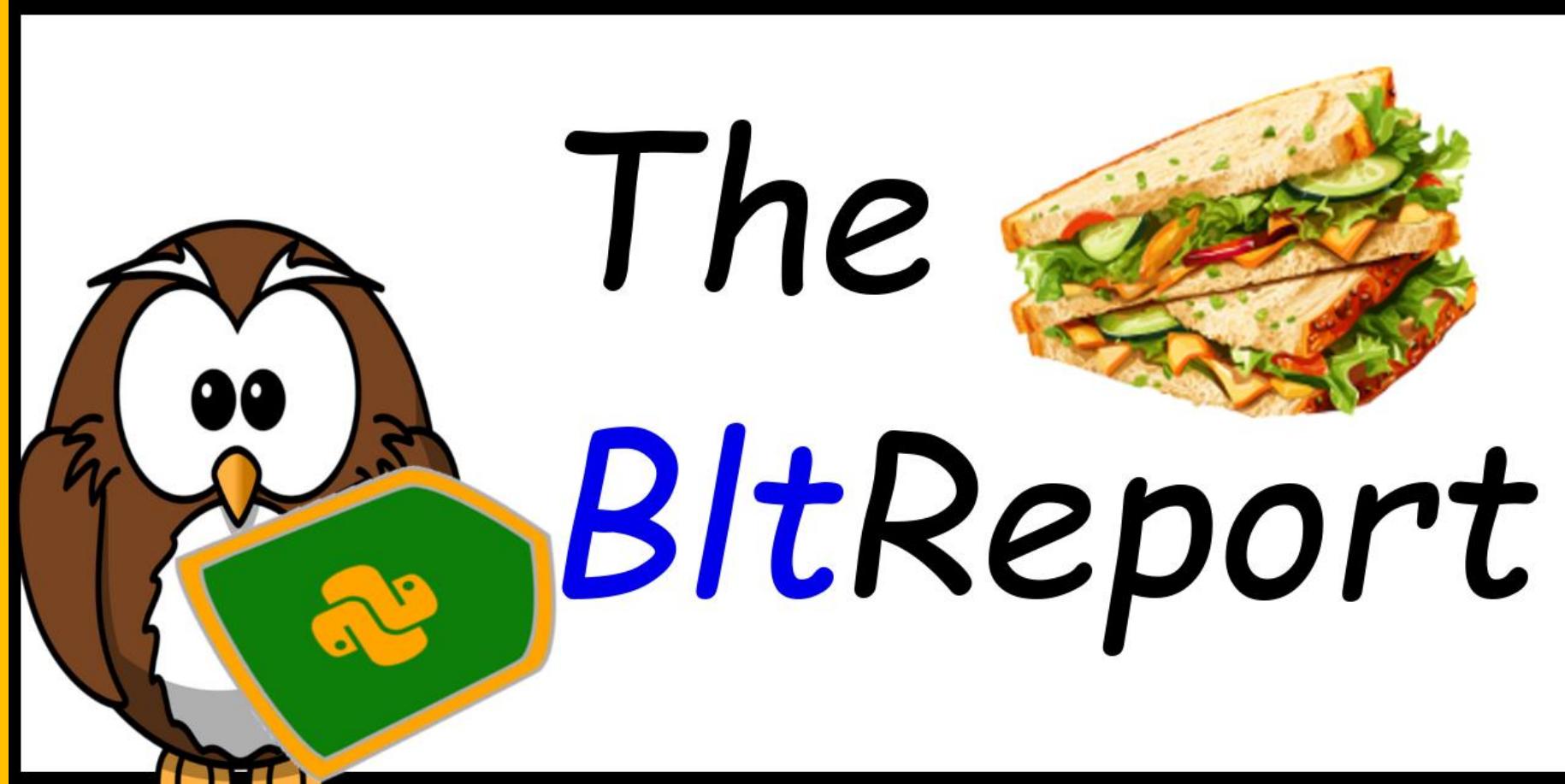
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Video: BLT_00300



The BitReport

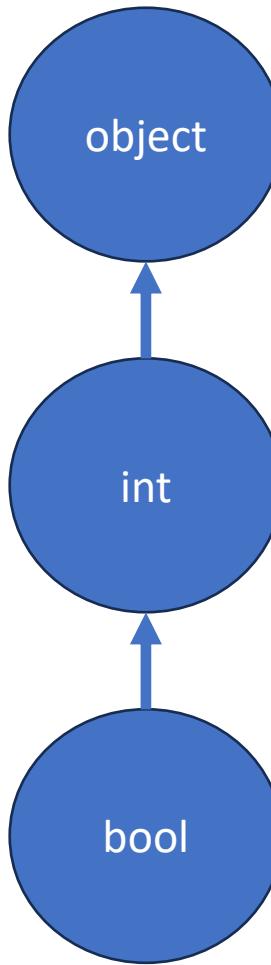


- ▶ **False**
- ▷ **all**
- ▶ **bool**
- ▷ **callable**
- ▷ **complex**
- ▷ **dict**
- ▶ **eval**
- ▷ **float**
- ▷ **globals**
- ▷ **hex**
- ▷ **isinstance**
- ▶ **license**
- ▷ **max**
- ▷ **object**
- ▷ **pow**
- ▷ **range**
- ▷ **set**
- ▷ **staticmethod**
- ▷ **tuple**
- ▶ **None**
- ▷ **any**
- ▷ **breakpoint**
- ▷ **chr**
- ▶ **copyright**
- ▷ **dir**
- ▷ **exec**
- ▷ **format**
- ▷ **hasattr**
- ▷ **id**
- ▷ **issubclass**
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- ▷ **memoryview**
- ▷ **oct**
- ▶ **print**
- ▷ **repr**
- ▷ **setattr**
- ▷ **str**
- ▶ **True**
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- ▷ **classmethod**
- ▶ **credits**
- ▷ **divmod**
- ▶ **exit**
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- ▷ **hash**
- ▶ **input**
- ▷ **iter**
- ▷ **locals**
- ▷ **min**
- ▷ **open**
- ▷ **property**
- ▷ **reversed**
- ▷ **slice**
- ▷ **sum**
- ▶ **vars**
- ▷ **abs**
- ▷ **bin**
- ▷ **bytes**
- ▷ **compile**
- ▷ **delattr**
- ▷ **enumerate**
- ▷ **filter**
- ▷ **getattr**
- ▷ **help**
- ▶ **int**
- ▷ **len**
- ▷ **map**
- ▷ **next**
- ▷ **ord**
- ▶ **quit**
- ▷ **round**
- ▷ **sorted**
- ▷ **super**
- ▷ **zip**



'isa' == isinstance()

- Instance ~to~ Recipe(s)
 - `isinstance(True, int)`
 - `isinstance(7, bool)`





issubclass()

- Recipe ~to~ Recipe(s)
 - `issubclass(bool, int)`
 - `issubclass(int, bool)`



Review: type() Initialization

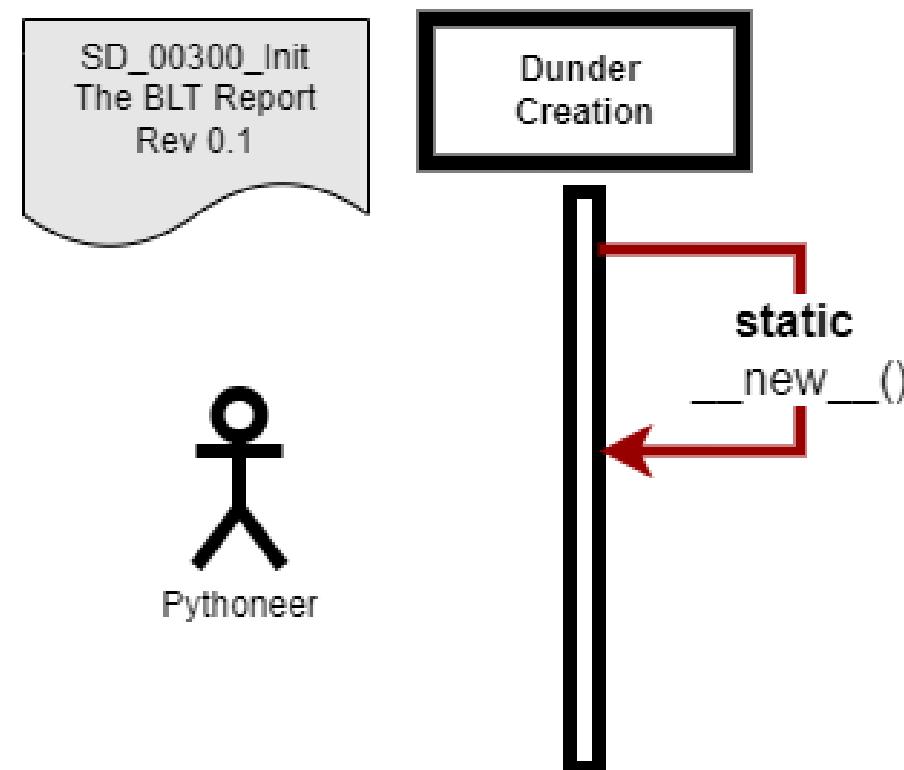
- Case Study: BltTypeEx.py

```
class zclass:  
    def __init__(self, **kwargs):  
        self.times = 1000  
        print(f'Created zclass {kwargs}')  
  
normal = zclass(times=3000)  
print('1', vars(normal))  
  
other = type('zclass', tuple(), dict(times=9000))  
print('2', vars(other))
```



Review: Classic Initialization ...

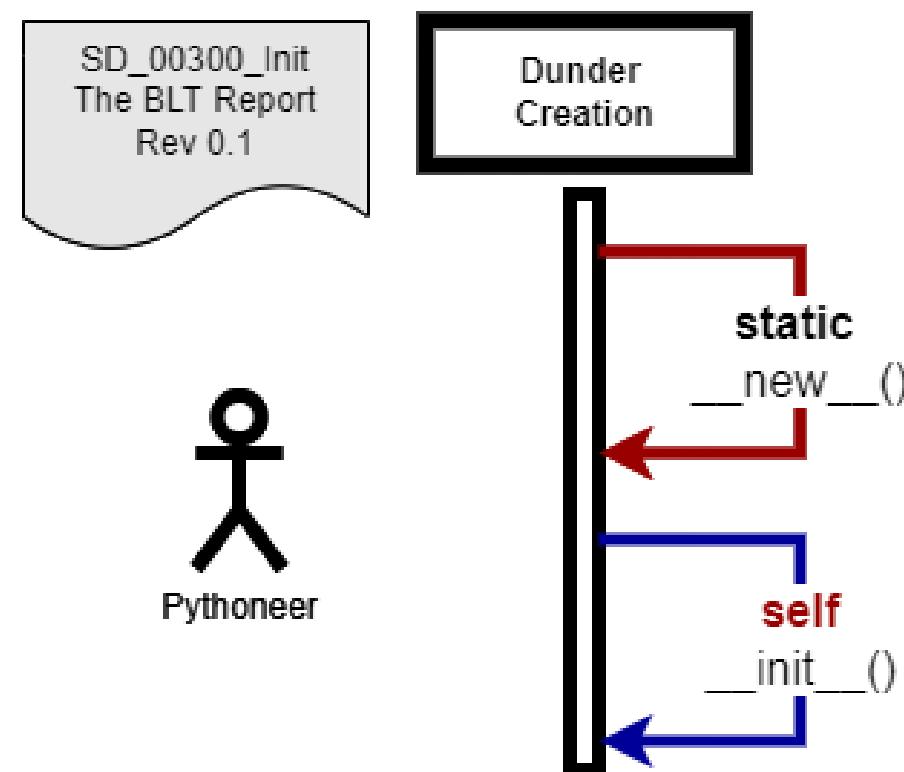
- Case Study: BltTypeEx.py

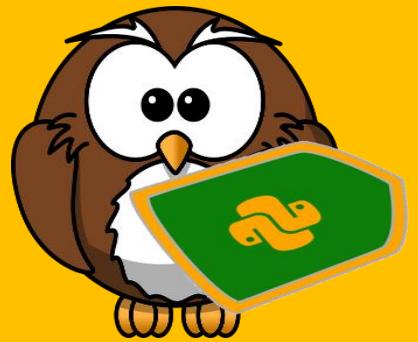




Review: Classic Initialization

- Case Study: BltTypeEx.py





The “Four ‘Atters”

- Safe – Always True / False
 - SET
 - HAS
- ‘Exceptional’
 - GET
 - Member **Requested** / AttributeError
 - DEL
 - **None** / AttributeError



Built-In setattr() ...

```
>>> help(setattr)
Help on built-in function setattr in module builtins:

setattr(obj, name, value, /)
    Sets the named attribute on the given object to the specified value.

    setattr(x, 'y', v) is equivalent to ``x.y = v``

>>> z = Z()
>>> setattr(z, 'a', 'Bingo!')
>>> z.a
'Bingo!'
```



Functional setattr()

```
>>> help(setattr)
Help on built-in function setattr in module builtins:

setattr(obj, name, value, /)
    Sets the named attribute on the given object to the specified value.

    setattr(x, 'y', v) is equivalent to ``x.y = v``

>>> class Z:
        pass

>>> z = Z()
>>> setattr(z, 'a', lambda: 'Howdie!')
>>> z.a()
'Howdie!'
```



Built-In hasattr()

```
>>> help(hasattr)
Help on built-in function hasattr in module builtins:

hasattr(obj, name, /)
    Return whether the object has an attribute with the given name.

    This is done by calling getattr(obj, name) and catching AttributeError.

>>> z = Z()
>>> setattr(z, 'a', lambda: 'Howdie!')
>>> hasattr(z, 'a')
True
>>> hasattr(z, 'b')
False
```



getattr()

- “GET” is Imperative?

```
>>> help(getattr)
Help on built-in function getattr in module builtins:
```

```
getattr(...)

    getattr(object, name[, default]) -> value
```

Get a named attribute from an object; `getattr(x, 'y')` is equivalent to `x.y`. When a `default` argument is given, it is returned when the attribute doesn't exist; without it, an exception is raised in that case.

```
>>> setattr(z, 'a', lambda: 'Howdie!')
>>> getattr(z, 'a')
<function <lambda> at 0x000001EEB4E0CDC0>
>>> getattr(z, 'a')()
'Howdie!'
```



getattr()

- “GET” is Imperative
 - Exceptional!

```
>>> hasattr(7, 'a')
False
>>> getattr(7, 'a')
Traceback (most recent call last):
  File "<pyshell#3>", line 1, in <module>
    getattr(7, 'a')
AttributeError: 'int' object has no attribute 'a'
```



delattr()

- Attribute Removal

```
>>> help(delattr)
Help on built-in function delattr in module builtins:

delattr(obj, name, /)
    Deletes the named attribute from the given object.

    delattr(x, 'y') is equivalent to ``del x.y``

>>> class Z:
        pass

>>> z = Z()
>>> z.a = True
>>> delattr(z, 'a')
```



delattr()

- “DELETE” is Imperative?
 - Exceptional!

```
>>> delattr(7, 'a')
Traceback (most recent call last):
  File "<pyshell#6>", line 1, in <module>
    delattr(7, 'a')
AttributeError: 'int' object has no attribute 'a'
```



Concept: ‘Weak References’?

- More: [Python Docs](#)

“A weak reference to an object is **not enough** to keep the object alive ...

A primary use for weak references is to implement caches or mappings holding large objects, where it’s desired that a large **object not be kept alive** solely because it appears in a cache or mapping.”



- ▶ `False`
- ▶ `None`
- ▶ `True`
- ▶ `abs`
- ▶ `all`
- ▶ `any`
- ▶ `ascii`
- ▶ `bin`
- ▶ `bool`
- ▶ `breakpoint`
- ▶ `bytearray`
- ▶ `bytes`
- ▶ `callable`
- ▶ `chr`
- ▶ `classmethod`
- ▶ `compile`
- ▶ `dict`
- ▶ `copyright`
- ▶ `credits`
- ▶ `delattr`
- ▶ `dict`
- ▶ `dir`
- ▶ `divmod`
- ▶ `enumerate`
- ▶ `eval`
- ▶ `exec`
- ▶ `exit`
- ▶ `filter`
- ▶ `float`
- ▶ `format`
- ▶ `frozenset`
- ▶ `getattr`
- ▶ `hash`
- ▶ `help`
- ▶ `globals`
- ▶ `id`
- ▶ `input`
- ▶ `int`
- ▶ `hex`
- ▶ `issubclass`
- ▶ `iter`
- ▶ `len`
- ▶ `isinstance`
- ▶ `list`
- ▶ `locals`
- ▶ `map`
- ▶ `license`
- ▶ `memoryview`
- ▶ `min`
- ▶ `next`
- ▶ `max`
- ▶ `oct`
- ▶ `open`
- ▶ `ord`
- ▶ `object`
- ▶ `print`
- ▶ `property`
- ▶ `quit`
- ▶ `pow`
- ▶ `repr`
- ▶ `reversed`
- ▶ `round`
- ▶ `range`
- ▶ `setattr`
- ▶ `slice`
- ▶ `sorted`
- ▶ `set`
- ▶ `str`
- ▶ `sum`
- ▶ `super`
- ▶ `staticmethod`
- ▶ `type`
- ▶ `vars`
- ▶ `tuple`



KA2039: Instance Detection

Intermediate

>>> isinstance()

- (1) Checks `isa` relationships
- (2) Accepts exactly two parameters
- (3) Always requires ≥ 1 class
- (4) Returns True or False
- (5) All of the above

1

R0





KA2040: Class Detection

Intermediate

>>> issubclass()

- (1) Checks `isa` relationships
- (2) Accepts exactly two parameters
- (3) Always requires ≥ 1 class
- (4) Returns True or False
- (5) All of the above

1

R0





KA2041: Class Relations

Intermediate

>>> All Python classes have:

- (1) No common ancestor
- (2) A common `int` ancestor
- (3) A common `str` ancestor
- (4) Multiple inheritance
- (5) None of the above

1

R0





KA3031: Object Management

Advanced

How to check object membership?

- (1) Use Inheritance
- (2) Use 'Duck Typing'
- (3) Use `hasattr()`
- (4) Use `getattr()`
- (5) Either 3 or 4

1

R0





KA3032: Object Management

Advanced

How to add object membership?

- (1) Use Inheritance
- (2) Use 'Duck Typing'
- (3) Use `hasattr()`
- (4) Use `setattr()`
- (5) Either 3 or 4





KA3033: Object Management

Advanced

Use `hasattr()` to:

- (1) Create Inheritance
- (2) Create 'Duck Typing'
- (3) Safely check presence
- (4) Return named attribute
- (5) All of the above

1

R0





KA3034: Object Management

Advanced

Use `getattr()` to:

- (1) Check Inheritance
- (2) Create 'Duck Typing'
- (3) Safely check presence
- (4) Return named attribute
- (5) All of the above

1

R0





KA3035: Object Management

Advanced

Use `setattr()` to:

- (1) Replace existing member
- (2) Assign new attribute
- (3) Safely check presence
- (4) Attempt attribute removal
- (5) Two of the above

1

R0





KA3036: Object Management

Advanced

Use `delattr()` to:

- (1) Replace existing member
- (2) Assign new attribute
- (3) Safely remove presence
- (4) Attempt attribute removal
- (5) None of the above

1

R0





KA3037: Type Management

Advanced

Use `type()` to:

- (1) Change existing members
- (2) Create Objects
- (3) Safely remove presence
- (4) Determine instance type
- (5) Two of the above

1

R0





KA3038: Object Management

Advanced

A 'Weak Reference':

- (1) Changes existing members
- (2) Creates Objects
- (3) Safely removes members
- (4) Determines instance type
- (5) None of the above

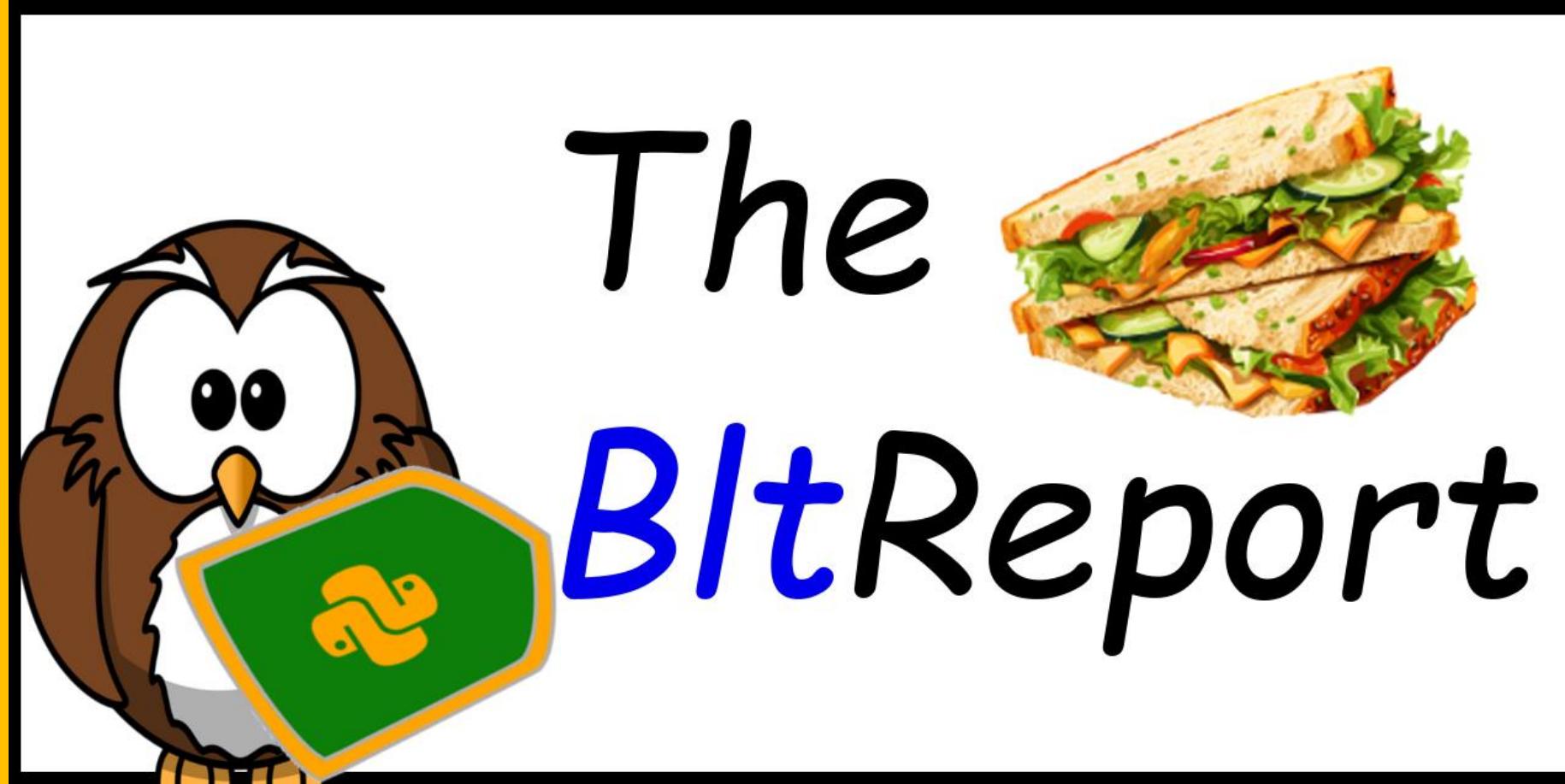
1

R0





Video: BLT_00400





- ▶ `False`
- ▶ `None`
- ▶ `True`
- ▶ `abs`
- ▶ `all`
- ▶ `any`
- ▶ `ascii`
- ▶ `bin`
- ▶ `bool`
- ▶ `breakpoint`
- ▶ `bytearray`
- ▶ `bytes`
- ▶ `callable`
- ▶ `chr`
- ▶ `classmethod`
- ▶ `compile`
- ▶ `dict`
- ▶ `copyright`
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- ▶ `eval`
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- ▶ `exit`
- ▶ `filter`
- ▶ `float`
- ▶ `format`
- ▶ `frozenset`
- ▶ `getattr`
- ▶ `hash`
- ▶ `help`
- ▶ `globals`
- ▶ `id`
- ▶ `input`
- ▶ `int`
- ▶ `hex`
- ▶ `issubclass`
- ▶ `iter`
- ▶ `len`
- ▶ `isinstance`
- ▶ `list`
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- ▶ `map`
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- ▶ `memoryview`
- ▶ `min`
- ▶ `next`
- ▶ `max`
- ▶ `oct`
- ▶ `open`
- ▶ `ord`
- ▶ `object`
- ▶ `print`
- ▶ `property`
- ▶ `quit`
- ▶ `pow`
- ▶ `repr`
- ▶ `reversed`
- ▶ `round`
- ▶ `range`
- ▶ `setattr`
- ▶ `slice`
- ▶ `sorted`
- ▶ `set`
- ▶ `str`
- ▶ `sum`
- ▶ `super`
- ▶ `staticmethod`
- ▶ `type`
- ▶ `vars`
- ▶ `tuple`



Classic enumerate()

```
class enumerate(object)
| enumerate(iterable, start=0)

| Return an enumerate object.

| iterable
|     an object supporting iteration

| The enumerate object yields pairs containing a count (from start, which
| defaults to zero) and a value yielded by the iterable argument.
```

```
>>> type(enumerate)
<class 'type'>
```



Iterable Types?

```
>>> set(dir(enumerate('Nagy'))) - \
    set(dir(object()))
{'__next__', '__iter__', '__class_getitem__'}
>>>
```



- ▶ **False**
- ▷ **all**
- ▶ **bool**
- ▷ **callable**
- ▷ **complex**
- ▷ **dict**
- ▶ **eval**
- ▷ **float**
- ▷ **globals**
- ▷ **hex**
- ▶ **isinstance**
- ▶ **license**
- ▷ **max**
- ▶ **object**
- ▷ **pow**
- ▷ **range**
- ▷ **set**
- ▷ **staticmethod**
- ▷ **tuple**
- ▶ **None**
- ▷ **any**
- ▷ **breakpoint**
- ▷ **chr**
- ▶ **copyright**
- ▷ **dir**
- ▷ **exec**
- ▷ **format**
- ▶ **hasattr**
- ▷ **id**
- ▶ **issubclass**
- ▷ **list**
- ▷ **memoryview**
- ▷ **oct**
- ▶ **print**
- ▷ **repr**
- ▶ **setattr**
- ▷ **str**
- ▶ **type**
- ▶ **True**
- ▷ **ascii**
- ▷ **bytearray**
- ▷ **classmethod**
- ▶ **credits**
- ▷ **divmod**
- ▶ **exit**
- ▷ **frozenset**
- ▷ **hash**
- ▶ **input**
- ▷ **iter**
- ▷ **locals**
- ▷ **min**
- ▷ **open**
- ▷ **property**
- ▷ **reversed**
- ▷ **slice**
- ▷ **sum**
- ▶ **vars**
- ▷ **abs**
- ▷ **bin**
- ▷ **bytes**
- ▷ **compile**
- ▶ **delattr**
- ▶ **enumerate**
- ▷ **filter**
- ▶ **getattr**
- ▷ **help**
- ▶ **int**
- ▷ **len**
- ▷ **map**
- ▷ **next**
- ▷ **ord**
- ▶ **quit**
- ▷ **round**
- ▷ **sorted**
- ▷ **super**
- ▷ **zip**



KA1063: Enumerations

Beginner

Built-in enumerate()

- (1) Is a class
- (2) Is a function

1

R0





KA1064: Iteration

Beginner

Which types are iterable?

- (1) int()
- (2) str()
- (3) float()
- (4) bool()
- (5) None of the above

1

R0





KA1065: Iteration

Beginner

Which types are iterable?

- (1) dict()
- (2) str()
- (3) list()
- (4) set()
- (5) All of the above

1

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KA3039: Iteration Management

Advanced

Iterable classes:

- (1) Cannot be created
- (2) Are part of object()
- (3) Are part of all built-ins
- (4) Determines instance type
- (5) None of the above

1

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KA3040: Iteration Management

Advanced

Iterables must implement `__next__`

- (1) True
- (2) False

1
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KA3041: Iteration Management

Advanced

Iterables must implement `__iter__`

- (1) True
- (2) False

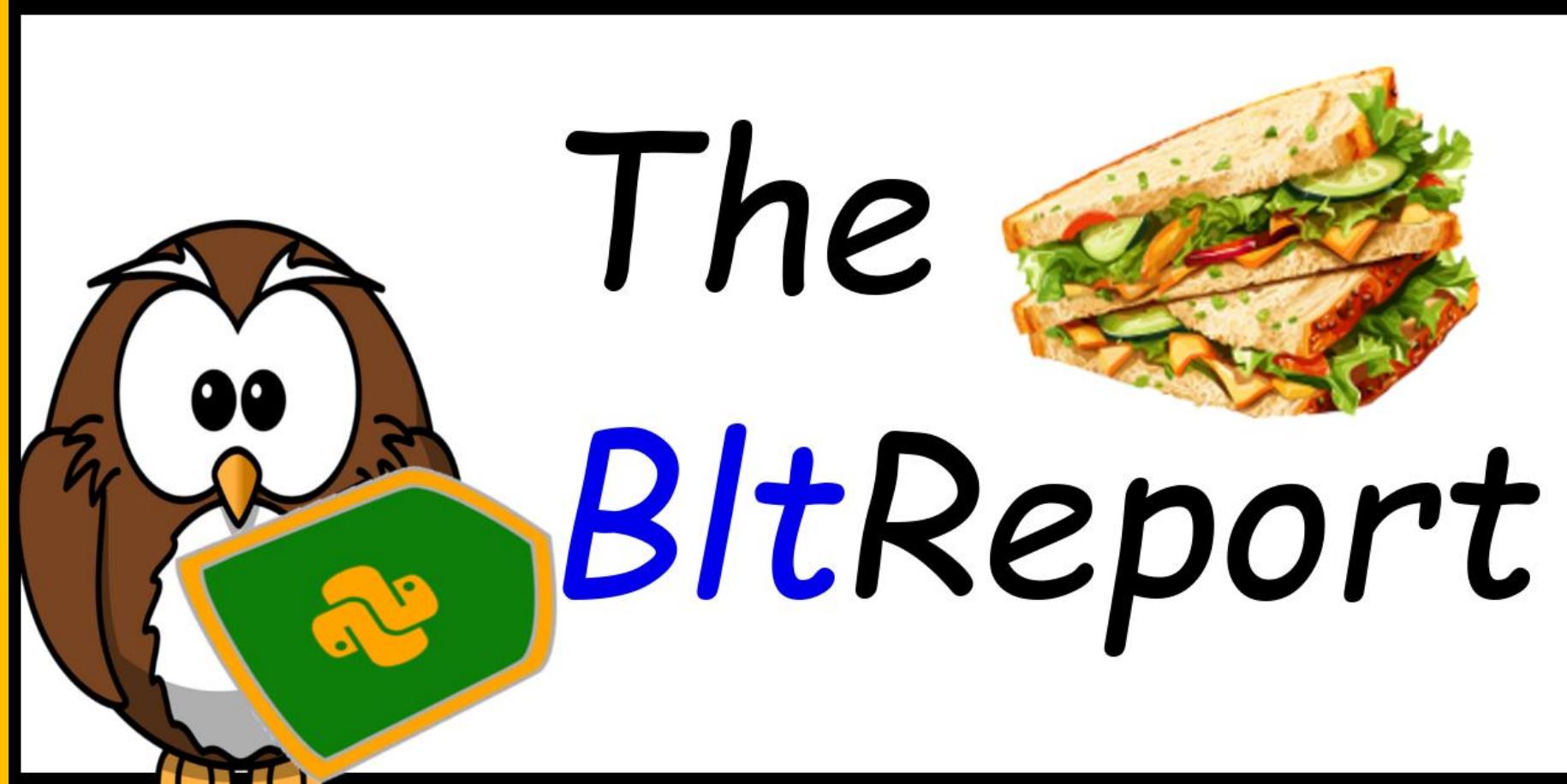
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Video: BLT_00500



The BitReport



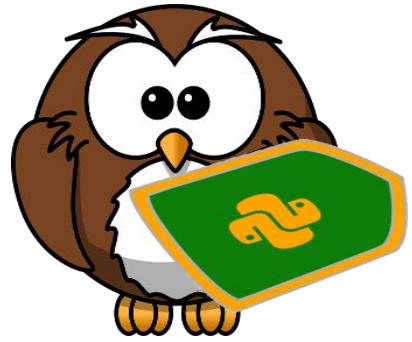
Focus: range(...)

- ▶ `False`
- ▶ `None`
- ▶ `True`
- ▶ `abs`
- ▶ `all`
- ▶ `any`
- ▶ `ascii`
- ▶ `bin`
- ▶ `bool`
- ▶ `breakpoint`
- ▶ `bytearray`
- ▶ `bytes`
- ▶ `callable`
- ▶ `chr`
- ▶ `classmethod`
- ▶ `compile`
- ▶ `complex`
- ▶ `copyright`
- ▶ `credits`
- ▶ `delattr`
- ▶ `dict`
- ▶ `dir`
- ▶ `divmod`
- ▶ `enumerate`
- ▶ `eval`
- ▶ `exec`
- ▶ `exit`
- ▶ `filter`
- ▶ `float`
- ▶ `format`
- ▶ `frozenset`
- ▶ `getattr`
- ▶ `globals`
- ▶ `hasattr`
- ▶ `hash`
- ▶ `help`
- ▶ `hex`
- ▶ `id`
- ▶ `input`
- ▶ `int`
- ▶ `isinstance`
- ▶ `issubclass`
- ▶ `iter`
- ▶ `len`
- ▶ `license`
- ▶ `list`
- ▶ `locals`
- ▶ `map`
- ▶ `max`
- ▶ `memoryview`
- ▶ `min`
- ▶ `next`
- ▶ `object`
- ▶ `oct`
- ▶ `open`
- ▶ `ord`
- ▶ `pow`
- ▶ `print`
- ▶ `property`
- ▶ `quit`
- ▶ `range`
- ▶ `repr`
- ▶ `reversed`
- ▶ `round`
- ▶ `set`
- ▶ `setattr`
- ▶ `slice`
- ▶ `sorted`
- ▶ `staticmethod`
- ▶ `str`
- ▶ `sum`
- ▶ `super`
- ▶ `tuple`
- ▶ `type`
- ▶ `vars`
- ▶ `zip`



Demo: Using range(...)

- Three Forms
 - Zero-Based (default)
 - Offset Specified
 - Stepped Values



Ranged Instance Representation

```
>>> type(range(5))  
<class 'range'>
```

```
>>> range(5)  
range(0, 5)
```



Iterable Types?

```
>>> set(dir(enumerate('Nagy'))) - \
    set(dir(object()))
{'__next__', '__iter__', '__class_getitem__'}
>>>
```



Ranged Report ...

```
z = set(dir(range(5))) - set(dir(object()))
z = sorted(z)
for ss, item in enumerate(z):
    if ss % 2 == 0:
        print()
    print(f'{ss+1:>02} {item:<16}', end='')
```



Ranged Delta

01	<code>__bool__</code>	03	<code>__getitem__</code>
02	<code>__contains__</code>	05	<code>__len__</code>
04	<code>__iter__</code>	07	<code>count</code>
06	<code>__reversed__</code>	09	<code>start</code>
08	<code>index</code>	11	<code>stop</code>
10	<code>step</code>		



Commons: Range & Enumerate

```
1  r = set(dir(range(5)))    __  __  __  __  
2  e = set(dir(enumerate(''))) __  __  __  __  
3  z = sorted(r.intersection(e))  
4  for ss, item in enumerate(z):  
5      if ss % 2 == 0:  
6          print()  
7          print(f'{ss+1:>02} {item:<20}', end=' ')  
8  __ __  
9  __ __  
10 __ __  
11 __ __  
12 __ __  
13 __ __  
14 __ __  
15 __ __  
16 __ __  
17 __ __  
18 __ __  
19 __ __  
20 __ __  
21 __ __  
22 __ __  
23 __ __  
24 __ __
```



KA1028: Slicing Range

Beginner

How to enumerate the odd numbers from:

`t = range(10, 16)`

- (1) `print(enumerate(t, 1, 2))`
- (2) `print(*t[1::2])`
- (3) `print(range(t, 1, 2))`
- (4) `print(t[1::2])`
- (5) None of the above

1

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KA1066: Range Rep

Beginner

```
>>> range(5)
```

- (1) range(5)
- (2) range(1, 6)
- (3) range(1, 5)
- (4) range(0, 5)
- (5) None of the above

1

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KA1067: Modulus -v- Range

Beginner

Show every odd between 1 and 10

- (1) `print(*range(1,11,2))`
- (2) `for i in range(11):`
`if i % 3 == 0:`
`print(i)`
- (3) `for i in range(1,11,1):`
`if i % 3 == 0:`
`print(i)`
- (4) `range(1,10,3)`
- (5) Two of the above

1

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KA2030: Range -v- Enumerate

Intermediate

What is a difference between `range()` and `enumerate()`?

- (1) `range()` returns 2 values
- (2) `enumerate()` returns 3 values
- (3) `enumerate()` has three forms / types
- (4) `range()` offers a step / increment value
- (5) None of the above

1

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Modern Python

Happy PyQuesting!



(presentation end)