Python Code Reading Recitation A

Using List (1/2)

```
# 3-1 bicycles.py
  3
      bicycles = ['trek', 'cannondale', 'redline', 'specialized']
  4
      message = "My first bicycle was a " + bicycles[0].title() + "."
  5
  6
      print (message)
     # 3-2 motorcyles.py
2
     motorcycles = ['honda', 'yamaha', 'suzuki', 'ducati']
3
     print (motorcycles)
     too expensive = 'ducati'
     motorcycles.remove(too expensive)
    print(motorcycles)
     print("\nA " + too expensive.title() + " is too expensive for me.")
10
```

Using List [2/2]

```
# 3-3 cars.py
 3
     cars = ['bmw', 'audi', 'toyota', 'subaru']
 4
 5
     print("Here is the original list:")
 6
     print (cars)
 8
     print("\nHere is the sorted list:")
 9
     print(sorted(cars))
10
11
     print("\nHere is the reverse alphabetical list:")
12
     print(sorted(cars, reverse=True))
13
14
     print("\nHere is the original list again:")
15
     print (cars)
16
```

More List Codes (1/5)

```
# 4-1 magicians.py

magicians = ['alice', 'david', 'carolina']

for magician in magicians:
    print(magician.title() + ", that was a great trick!")
    print("I can't wait to see your next trick, " + magician.title() + ".\n")

print("Thank you everyone, that was a great magic show!")
```



More List Codes [2/5]

```
1 # 4-2 numbers.py
2
3 numbers = list(range(1,6))
4 print(numbers)
5
```

```
# 4-3 even_numbers.py

even_numbers = list(range(2,11,2))

print(even_numbers)
```

More List Codes (3/5)

```
# 4-4 squares.py

squares = []

for value in range(1,11):
    square = value**2
    squares.append(square)

print(squares)
```

```
# 4-5 palyers.py

players = ['charles', 'martina', 'michael', 'florence', 'eli']

print("Here are the first three players on my team:")

for player in players[:3]:

print(player.title())
```



```
More List Codes (4/5)
```

```
# 4-6 foods.py
2
3
     my foods = ['pizza', 'falafel', 'carrot cake']
 4 5
     friend foods = my foods[:]
6
     my foods.append('cannoli')
     friend foods.append('ice cream')
8 9
     print("My favorite foods are:")
10
     print(my foods)
11
     print("\nMy friend's favorite foods are:")
12
13
     print(friend foods)
```



More List Codes (5/5)

```
# 4-7 dimensions.py
3 4 5 6 7 8 9
    dimensions = (200, 50)
    print("Original dimensions:")
   for dimension in dimensions:
        print (dimension)
    dimensions = (400, 100)
    print("\nModified dimensions:")
   for dimension in dimensions:
        print (dimension)
```

Code with IF [1/5]



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Code with IF [2/5]

```
# 5-2 toppings.py
   □available toppings = ['mushrooms', 'olives', 'green peppers',
                           'pepperoni', 'pineapple', 'extra cheese']
    requested toppings = ['mushrooms', 'french fries', 'extra cheese']

    for requested topping in requested toppings:
         if requested topping in available toppings:
             print("Adding " + requested topping + ".")
       else:
            print("Sorry, we don't have " + requested topping + ".")
13
14
    print("\nFinished making your pizza!")
```



```
Code with IF [3/5]
     # 5-3 magic number.py
    answer = 17
5
   Fif answer != 42:
         print("That is not the correct answer. Please try again!")
    # 5-4 banned users.py
    banned users = ['andrew', 'carolina', 'david']
    user = 'marie'
   □if user not in banned users:
        print(user.title() + ", you can post a response if you wish.")
```

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Code with IF (4/5)

```
# 5-5 voting.py

age = 17

if age >= 18:
    print("You are old enough to vote!")
    print("Have you registered to vote yet?")

Pelse:
    print("Sorry, you are too young to vote.")
    print("Please register to vote as soon as you turn 18!")
```



Code with IF [5/5]

```
# 5-6 amusement park.py
                                                   age = 12
                                     VS
    age = 12
                                                   if age < 4:
                                                      price = 0
    \Boxif age < 4:
                                                   elif age < 18:
        price = 0
                                                      price = 5
    ⊟elif age < 18:
                                                   elif age < 65:
        price = 5
                                                      price = 10
    ⊟elif age < 65:
                                                   else:
10
        price = 10
                                                      price = 5
    \Boxelif age >= 65:
    price = 5
12
                                                   print("Your admission cost is $" + str(price) + ".")
13
    print("Your admission cost is $" + str(price) + ".")
14
```



위의 두 code의 차이는?

Code with Dictionary (1/5)

```
# 6-1 alien.py
 2
 3
     alien 0 = {'x position': 0, 'y position': 25, 'speed': 'medium'}
     print("Original position: " + str(alien 0['x position']))
 4
 5
     # Move the alien to the right.
     # Figure out how far to move the alien based on its speed.
 8

∃if alien 0['speed'] == 'slow':
 9
         x increment = 1
    □elif alien 0['speed'] == 'medium':
10
11
         x increment = 2
12
    ⊟else:
13
         # This must be a fast alien.
14
        x increment = 3
15
16
     # The new position is the old position plus the increment.
17
     alien 0['x position'] = alien 0['x position'] + x increment
18
     print("New position: " + str(alien 0['x position']))
19
```

Code with Dictionary (2/5)

```
# 6-2 favorite languages.py
 2
 3

    favorite languages = {
 4
         'jen': 'python',
         'sarah': 'c',
         'edward': 'ruby',
 7 8
         'phil': 'python',
 9
10
    for name, language in favorite languages.items():
         print(name.title() + "'s favorite language is " +
11
12
             language.title() + ".")
     # 6-3 user.py
 2
 3
    □user 0 = {'username': 'efermi',
 4 5
                 'first': 'enrico',
                 'last': 'fermi',
 8
    pfor key, value in user 0.items():
 9
          print("\nKey: " + key)
          print("Value: " + value)
10
```

Code with Dictionary (3/5)

```
# 6-4 aliens.py
 2
 3
     # Make an empty list for storing aliens.
 4
     aliens = []
 5
 6
     # Make 30 green aliens.
 7
    \Box for alien number in range (0,30):
 8
         new alien = {'color': 'green', 'points': 5, 'speed': 'slow'}
 9
         aliens.append(new alien)
10
11
    ⊟for alien in aliens[0:3]:
12
         if alien['color'] == 'green':
13
             alien['color'] = 'yellow'
14
             alien['speed'] = 'medium'
15
             alien['points'] = 10
16
         elif alien['color'] == 'yellow':
17
             alien['color'] = 'red'
             alien['speed'] = 'fast'
18
19
             alien['points'] = 15
20
21
    # Show the first 5 aliens:
    □for alien in aliens[0:5]:
22
23
         print(alien)
24
     print("...")
```

Code with Dictionary (4/5)

```
# 6-5 pizza.py
    # Store information about a pizza being ordered.
   ⊟pizza = {
 5
         'crust': 'thick',
 6
         'toppings': ['mushrooms', 'extra cheese'],
     # Summarize the order.
10
    □print("You ordered a " + pizza['crust'] + "-crust pizza " +
           "with the following toppings:")
12
13
   for topping in pizza['toppings']:
14
         print("\t" + topping)
```



Code with Dictionary (5/5)

```
# 6-6 many users.py
 3
    □users = {'aeinstein': {'first': 'albert',
                           'last': 'einstein',
 5
                           'location': 'princeton'},
              'mcurie': {'first': 'marie',
                        'last': 'curie',
 8
                        'location': 'paris'},
10
11
    for username, user info in users.items():
12
         print("\nUsername: " + username)
         full name = user info['first'] + " " + user info['last']
13
         location = user info['location']
14
15
         print("\tFull name: " + full name.title())
16
17
         print("\tLocation: " + location.title())
```



While Loop Code (1/5)

```
# 7-1 parrot.py
     prompt = "\nTell me something, and I will repeat it back to you:"
     prompt += "\nEnter 'quit' to end the program. "
     active = True
    ∃while active:
         message = input(prompt)
10
         if message == 'quit':
             active = False
         else:
             print(message)
```

```
# 7-2 greeter.py

prompt = "If you tell us who you are, we can personalize the messages you see."

prompt += "\nWhat is your first name? "

name = input(prompt)

print("\nHello, " + name + "!")
```

While Loop Code [2/5]

```
# 7-3 rollercoaster.py
height = input("How tall are you, in inches? ")
height = int(height)

if height >= 36:
    print("\nYou're tall enough to ride!")

else:
    print("\nYou'll be able to ride when you're a little older.")
```



```
# 7-4 even_or_odd.py

number = input("Enter a number, and I'll tell you if it's even or odd: ")
number = int(number)

if number % 2 == 0:
    print("\nThe number " + str(number) + " is even.")

else:
    print("\nThe number " + str(number) + " is odd.")
```



While Loop Code [3/5]

```
# 7-6 cities.py

prompt = "\nPlease tell me a city you have visited:"
prompt += "\n(Enter 'quit' when you are finished.) "

while True:
    city = input(prompt)

if city == 'quit':
    break
else:
    print("I'd love to go to " + city.title() + "!")
```

While Loop Code (4/5)

```
# 7-7 confirmed users.py
 3
     # Start out with some users that need to be verified,
     # and an empty list to hold confirmed users.
     unconfirmed users = ['alice', 'brian', 'candace']
     confirmed users = []
 9
     # Verify each user, until there are no more unconfirmed users.
     # Move each verified user into the list of confirmed users.
10
    ⊟while unconfirmed users:
11
12
         current user = unconfirmed users.pop()
13
         print("Verifying user: " + current user.title())
14
15
         confirmed users.append(current user)
16
17
     # Display all confirmed users.
     print("\nThe following users have been confirmed:")
18
    for confirmed user in confirmed users:
19
         print(confirmed user.title())
20
```

```
# 7-8 pets.py

pets = ['dog', 'cat', 'dog', 'goldfish', 'cat', 'rabbit', 'cat']

print(pets)

while 'cat' in pets:
    pets.remove('cat')

print(pets)

print(pets)
```

7-9 mountain poll.py 3 responses = {} 4 5 # Set a flag to indicate that polling is active. 6 polling active = True 8 9 # Prompt for the person's name and response. 10 name = input("\nWhat is your name? ") 11 response = input ("Which mountain would you like to climb someday? ") 12 13 # Store the response in the dictionary: 14 responses[name] = response 15 # Find out if anyone else is going to take the poll. 16 repeat = input ("Would you like to let another person respond? (yes/ no) ") 17 18 if repeat == 'no': 19 polling active = False 20 21 # Polling is complete. Show the results. 22 print("\n--- Poll Results ---")



for name, response in responses.items():

print(name + " would like to climb " + response + ".")

23

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