

DICTIONARIES OPERATION IN PYTHON



Dictionaries

- A **dictionary** is like a **list**, but more general. In a list, the indices have to be integers; in a dictionary they can be (almost) any type.
- You can think of a dictionary as a mapping between a set of indices (which are called keys) and a set of values. Each key maps to a value. The association of a key and a value is called a **key-value pair** or sometimes an **item**.
- Python dictionary is an unordered collection of items. Each item of a dictionary has a key/value pair.
- Dictionaries are optimized to retrieve values when the key is known.

Dictionaries

- # 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')])

Nested Dictionary

□ # Creating a Nested Dictionary

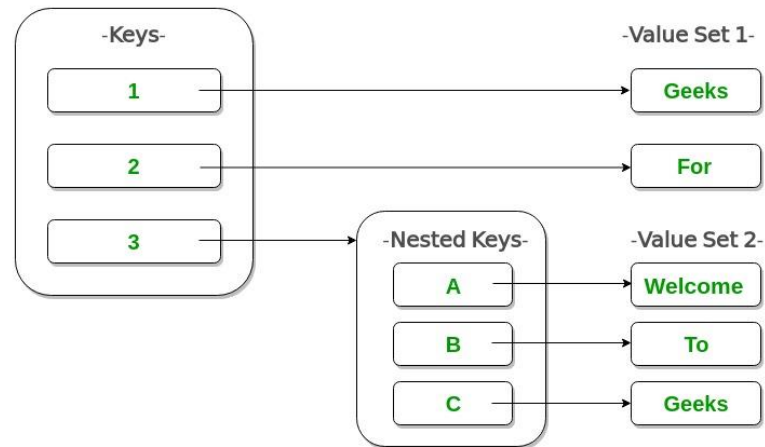
□ # as shown in the below image

```
>>Dict = {1: 'Geeks', 2: 'For', 3:{'A' : 'Welcome', 'B' : 'To', 'C' : 'Geeks'}}
```

```
>>print(Dict)
```

```
>>Dict[3]['B']
```

```
>>Dict[1]
```



Accessing Elements from Dictionary

- # get vs [] for retrieving elements
my_dict = {'name': 'Jack', 'age': 26}
- # Output: Jack
print(my_dict['name'])
- # Output: 26
print(my_dict.get('age'))
- # Trying to access keys which doesn't exist throws error
Output None
print(my_dict.get('address'))
- # KeyError
print(my_dict['address'])

```
Jack
26
None
Traceback (most recent call last):
  File "<string>", line 15, in <module>
    print(my_dict['address'])
KeyError: 'address'
```

Changing and Adding Dictionary elements

- **Dictionaries are mutable.**
- # Changing and adding Dictionary Elements
my_dict = {'name': 'Jack', 'age': 26}
- # update value
my_dict['age'] = 27
- #Output: {'age': 27, 'name': 'Jack'}
print(my_dict)
- # add item
my_dict['address'] = 'Downtown'
- # Output: {'address': 'Downtown', 'age': 27, 'name': 'Jack'}
print(my_dict)

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

Removing elements from Dictionary

```
squares = {1: 1, 2: 4, 3: 9, 4: 16, 5: 25}
```

```
print(squares.pop(4)) # remove a particular item, returns its value # Output: 16
```

```
print(squares) # Output: {1: 1, 2: 4, 3: 9, 5: 25}
```

```
print(squares.popitem()) # remove an arbitrary item, return (key,value) # Output: (5, 25)
```

```
print(squares) # Output: {1: 1, 2: 4, 3: 9}
```

```
squares.clear() # remove all items
```

```
print(squares) # Output: {}
```

```
del squares # delete the dictionary itself
```

```
print(squares) # Throws Error
```

Type conversion

```
>>> dict([('sape', 4139), ('guido', 4127), ('jack',  
4098)])  
{'sape': 4139, 'guido': 4127, 'jack': 4098}
```


Python Dictionary Methods

Method	Description
<code>clear()</code>	Removes all items from the dictionary.
<code>copy()</code>	Returns a shallow copy of the dictionary.
<code>Fromkeys</code> <code>(seq[, v])</code>	Returns a new dictionary with keys from seq and value equal to v (defaults to None).
<code>get(key[,d])</code>	Returns the value of the key. If the key does not exist, returns d (defaults to None).
<code>items()</code>	Return a new object of the dictionary's items in (key, value) format.
<code>keys()</code>	Returns a new object of the dictionary's keys.
<code>pop(key[,d])</code>	Removes the item with the key and returns its value or d if key is not found. If d is not provided and the key is not found, it raises KeyError.
<code>popitem()</code>	Removes and returns an arbitrary item (key, value). Raises KeyError if the dictionary is empty.
<code>Setdefault</code> <code>(key[,d])</code>	Returns the corresponding value if the key is in the dictionary. If not, inserts the key with a value of d and returns d (defaults to None).
<code>update([other])</code>	Updates the dictionary with the key/value pairs from other, overwriting existing keys.
<code>values()</code>	Returns a new object of the dictionary's values

Python Dictionary Comprehension

- Dictionary comprehension consists of an expression pair (**key: value**) followed by a for statement inside curly braces {}.

This code is equivalent to

```
# Dictionary Comprehension
squares = {x: x*x for x in range(6)}

print(squares)
```

Output

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

```
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}
```

Python 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.

```
# Dictionary Comprehension with if conditional
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

```
# Membership Test for Dictionary Keys
squares = {1: 1, 3: 9, 5: 25, 7: 49, 9: 81}

# Output: True
print(1 in squares)

# Output: True
print(2 not in squares)

# membership tests for key only not value
# Output: False
print(49 in squares)
```

Output

```
True
True
False
```

Iterating Through a Dictionary

```
# Iterating through a Dictionary
squares = {1: 1, 3: 9, 5: 25, 7: 49, 9: 81}
for i in squares:
    print(squares[i])
```

Output

```
1
9
25
49
81
```

Dictionary Built-in Functions

Function	Description
<u>all()</u>	Return True if all keys of the dictionary are True (or if the dictionary is empty).
<u>any()</u>	Return True if any key of the dictionary is true. If the dictionary is empty, return False.
<u>len()</u>	Return the length (the number of items) in the dictionary.
<u>cmp()</u>	Compares items of two dictionaries. (Not available in Python 3)
<u>sorted()</u>	Return a new sorted list of keys in the dictionary.

```
# Dictionary Built-in Functions
squares = {0: 0, 1: 1, 3: 9, 5: 25, 7: 49, 9: 81}

# Output: False
print(all(squares))

# Output: True
print(any(squares))

# Output: 6
print(len(squares))

# Output: [0, 1, 3, 5, 7, 9]
print(sorted(squares))
```

Output

```
False
True
6
[0, 1, 3, 5, 7, 9]
```

Histogram (**Dictionary as a set of counters**)

```
def histogram(s):  
    d = dict()  
    for c in s:  
        if c not in d:  
            d[c] = 1  
        else:  
            d[c] += 1  
    return d
```

The name of the function is **histogram**, which is a statistical term for a set of counters (or frequencies).

```
>>> h = histogram('brontosaurus')  
>>> print h  
{ 'a': 1, 'b': 1, 'o': 2, 'n': 1, 's': 2, 'r': 2, 'u': 2, 't': 1 }
```


Looping Techniques

items() method

```
>>> knights = {'gallahad': 'the pure', 'robin': 'the brave'}
>>> for k, v in knights.items():
...     print(k, v)
...
gallahad the pure
robin the brave
```

Looping Techniques

enumerate() function

When looping through a sequence, the position index and corresponding value can be retrieved at the same time using the enumerate() function.

```
>>> for i, v in enumerate(['tic', 'tac', 'toe']):  
...     print(i, v)  
...  
0 tic  
1 tac  
2 toe
```

Looping Techniques

zip() function

To loop over two or more sequences at the same time, the entries can be paired with the zip() function.

```
>>> questions = ['name', 'quest', 'favorite color']
>>> answers = ['lancelot', 'the holy grail', 'blue']
>>> for q, a in zip(questions, answers):
...     print('What is your {0}? It is {1}'.format(q, a))
...
What is your name? It is lancelot.
What is your quest? It is the holy grail.
What is your favorite color? It is blue.
```

Looping Techniques

reversed() function

```
>>> for i in reversed(range(1, 10, 2)):
...     print(i)
...
9
7
5
3
1
```

. Lexicographical ordering for strings

- Sequence objects typically may be compared to other objects with the same sequence type.
- The comparison uses *lexicographical* ordering: first the first two items are compared, and if they differ this determines the outcome of the comparison; if they are equal, the next two items are compared, and so on, until either sequence is exhausted.
- Some examples of comparisons between sequences of the same type:

Comparing Sequences and Other Types

```
(1, 2, 3) < (1, 2, 4)
[1, 2, 3] < [1, 2, 4]
'ABC' < 'C' < 'Pascal' < 'Python'
(1, 2, 3, 4) < (1, 2, 4)
(1, 2) < (1, 2, -1)
(1, 2, 3) == (1.0, 2.0, 3.0)
(1, 2, ('aa', 'ab')) < (1, 2, ('abc', 'a'), 4)
```