Capítulo 2



Python



- Permiten indexar elementos
 - Índices son números correlativos comenzando de cero
 - Pueden tener elementos de distinto tipo

```
>>> squares = [1, 4, 9, 16, 25]
>>> squares
[1, 4, 9, 16, 25]
```

```
>>> squares[0] # indexing returns the item
1
>>> squares[-1]
25
>>> squares[-3:] # slicing returns a new list
[9, 16, 25]
```



Podemos concatenar listas

```
>>> squares + [36, 49, 64, 81, 100]
[1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
```

A diferencia de string, listas son mutables:

```
>>> cubes = [1, 8, 27, 65, 125] # something's wrong here
>>> 4 ** 3 # the cube of 4 is 64, not 65!
64
>>> cubes[3] = 64 # replace the wrong value
>>> cubes
[1, 8, 27, 64, 125]
```



Agregar elementos a la lista: método append

```
>>> cubes.append(216) # add the cube of 6
>>> cubes.append(7 ** 3) # and the cube of 7
>>> cubes
[1, 8, 27, 64, 125, 216, 343]
```

- Otros métodos de listas:
 - https://docs.python.org/3/tutorial/datastructures.html



Trabajando con porciones de la lista:

```
>>> letters = ['a', 'b', 'c', 'd', 'e', 'f', 'g']
>>> letters
['a', 'b', 'c', 'd', 'e', 'f', 'g']
>>> # replace some values
>>> letters[2:5] = ['C', 'D', 'E']
>>> letters
['a', 'b', 'C', 'D', 'E', 'f', 'g']
>>> # now remove them
>>> letters[2:5] = []
>>> letters
['a', 'b', 'f', 'g']
>>> # clear the list by replacing all the elements with an empty list
>>> letters[:] = []
>>> letters
[]
```



Podemos tener listas de listas

```
>>> a = ['a', 'b', 'c']

>>> n = [1, 2, 3]

>>> x = [a, n]

>>> x

[['a', 'b', 'c'], [1, 2, 3]]

>>> x[0]

['a', 'b', 'c']

>>> x[0][1]

'b'
```

Python



Ejemplo serie de Fibonacci

```
>>> # Fibonacci series:
... # the sum of two elements defines the next
a, b = 0, 1
>>> while a < 10:
print(a)
a, b = b, a+b
0
2
3
5
8
```

Condicionales



```
>>> x = int(input("Please enter an integer: "))
Please enter an integer: 42
>>> if x < 0:
x = 0
       print('Negative changed to zero')
... elif x == 0:
  print('Zero')
... elif x == 1:
print('Single')
... else:
print('More')
More
```

Ciclo for



```
>>> # Measure some strings:
... words = ['cat', 'window', 'defenestrate']
>>> for w in words:
... print(w, len(w))
...
cat 3
window 6
defenestrate 12
```

Función range



```
>>> for i in range(5):
... print(i)
...
0
1
2
3
4
```

```
range(5, 10)
    5, 6, 7, 8, 9

range(0, 10, 3)
    0, 3, 6, 9

range(-10, -100, -30)
    -10, -40, -70
```

Funciones



Funciones: retorna una lista



Funciones: argumentos con valores



```
def ask_ok(prompt, retries=4, reminder='Please try again!'):
    while True:
        ok = input(prompt)
        if ok in ('y', 'ye', 'yes'):
            return True
        if ok in ('n', 'no', 'nop', 'nope'):
            return False
        retries = retries - 1
        if retries < 0:
            raise ValueError('invalid user response')
        print(reminder)</pre>
```

```
ask_ok('Do you really want to quit?')
ask_ok('OK to overwrite the file?', 2)
ask_ok('OK to overwrite the file?', 2, 'Come on, only yes or no!')
```

Funciones: documentación



```
>>> def my_function():
        """Do nothing, but document it.
       No, really, it doesn't do anything.
        11 11 11
        pass
>>> print(my function. doc )
Do nothing, but document it.
    No, really, it doesn't do anything.
```

Diccionarios



- Similares a "arreglos asociativos" de otros lenguajes
 - Conjunto de pares llave valor
 - Indexados por una llave en lugar de un rango de números enteros
 - Si se agrega un valor con una llave existente, el valor antiguo se pierde
 - Generará un error extraer un valor con una llave inexistente

Diccionarios



```
>>> tel = {'jack': 4098, 'sape': 4139}
>>> tel['quido'] = 4127
>>> tel
{'jack': 4098, 'sape': 4139, 'guido': 4127}
>>> tel['jack']
4098
>>> del tel['sape']
>>> tel['irv'] = 4127
>>> tel
{'jack': 4098, 'guido': 4127, 'irv': 4127}
>>> list(tel)
['jack', 'guido', 'irv']
>>> sorted(tel)
['guido', 'irv', 'jack']
>>> 'quido' in tel
True
>>> 'jack' not in tel
False
```

Diccionarios



Recorriendo el diccionario:

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



 Corresponden a errores detectados durante la ejecución del programa

```
>>> 10 * (1/0)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ZeroDivisionError: division by zero
>>> 4 + spam*3
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
NameError: name 'spam' is not defined
>>> '2' + 2
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: Can't convert 'int' object to str implicitly
```



Gestión de excepciones

- Un try puede tener más de un except
 - Un except puede ser para varias excepciones

```
... except (RuntimeError, TypeError, NameError):
... pass
```



 Un except que sirve como comodín para cualquier excepción:

```
import sys
try:
    f = open('myfile.txt')
    s = f.readline()
    i = int(s.strip())
except OSError as err:
    print("OS error: {0}".format(err))
except ValueError:
    print("Could not convert data to an integer.")
except:
    print("Unexpected error:", sys.exc info()[0])
    raise
```

Excepciones: try, except, else



```
for arg in sys.argv[1:]:
    try:
        f = open(arg, 'r')
    except OSError:
        print('cannot open', arg)
    else:
        print(arg, 'has', len(f.readlines()), 'lines')
        f.close()
```



Lanzando excepciones con raise:

```
>>> try:
        raise NameError('HiThere')
... except NameError:
        print('An exception flew by!')
        raise
An exception flew by!
Traceback (most recent call last):
  File "<stdin>", line 2, in <module>
NameError: HiThere
```



Acciones de limpieza: finally

```
>>> try:
... raise KeyboardInterrupt
... finally:
... print('Goodbye, world!')
...
Goodbye, world!
KeyboardInterrupt
Traceback (most recent call last):
  File "<stdin>", line 2, in <module>
```

