

**We are 183**

**L21: Monday – Week 13**

# Reminders!

- Wednesday – Maxim creates an iOS app during lecture
- Friday – Final Project Core Due

# Last Time... on EECS 183

For Loops

Lists

Ranges

List Member Functions

Slicing

# i>Clicker #1

```
print 'Hello',  
print 'World'
```

What prints?

- A) 'Hello'  
    'World'
- B) Hello  
    World
- C) HelloWorld
- D) Hello World

## i>Clicker #2

```
if score >= 60:  
    print 'D',  
elif score >= 70:  
    print 'C',  
elif score >= 80:  
    print 'B',  
elif score >= 90:  
    print 'A',  
else:  
    print 'F',
```

What prints if score is 85?

- A) B
- B) D
- C) B A
- D) D C B A
- E) None of the above

# i>Clicker #3

```
s = str()  
for i in range(2, 5):  
    s += 'Z'  
  
print s
```

What prints?

- A) Z
- B) ZZ
- C) ZZZ
- D) Nothing
- E) This is not valid Python

# i>Clicker #4

Given the list

```
numbers = [1, 2, 3, 4]
```

which of the following sets each element in numbers to 0?

A) `numbers = 0`

B) `for n in numbers:`  
    `n = 0`

C) `for i in len(numbers):`  
    `numbers[i] = 0`

D) `for i in range(len(numbers)):`  
    `numbers[i] = 0`

E) More than one of the above

## i>Clicker #5

```
numbers = [1, 2, 3, 4]  
print numbers[-1], numbers[-3:-2]
```

What is printed?

- A) 2 [4]
- B) 3 [1]
- C) 4 [2]
- D) 4 [2, 3]
- E) None of the above



# Today

Tuples

String Split

While Loops

2D Lists

Dictionaries

User-Defined Functions

Classes

# Python

## tuples

# tuple - An unmodifiable list

- A tuple is very similar to a list, but there is no way to modify it
  - Avoids some types of errors
  - More efficient
  - Many of the same functions as list
    - `.count()`, `.index()`, and concatenation
- Can access elements through bracket access

```
tupleName[2]
```

# A simple tuple

- You can create a tuple by putting the values inside of parentheses, separated by commas

```
primes = (2, 3, 5, 7, 11)
```

- The print statement knows how to display a tuple for nice output

```
print primes
```

Console

```
(2, 3, 5, 7, 11)
```

# Looping over a tuple

- You could output each value on a separate line using a for loop:

```
primes = (2, 3, 5, 7, 11)

for value in primes:
    print 'Prime:', value
```

Console

```
Prime: 2
Prime: 3
Prime: 5
Prime: 7
Prime: 11
```

# Trying to change value

```
primes = (2, 3, 5, 7, 11)
```

```
primes[2] = 7
```

## Console

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

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

# Tuples

- You can't add elements to a tuple.
- Tuples have no append or extend method
- You can't remove elements from a tuple.
- Tuples have no remove or pop method.

- You can find elements in a tuple, since this doesn't change the tuple.
- You can use the `in` operator to check if an element exists in the tuple.

# Tuples

- Tuples are faster than lists.



# Python

## split()

# String member functions

- A string object has almost 40 different member functions!
- See [docs.python.org/2/library/stdtypes.html#string-methods](https://docs.python.org/2/library/stdtypes.html#string-methods)
  - or Google "python library reference string functions"
- We can use `.split()` to turn a string into a list

# Splitting a string into a list

- The `.split()` member function breaks up a string, based on a “separator” character
  - By default, the separator is a space
    - or any amount of whitespace
  - Can specify which character to use as a parameter
- Returns a list of strings when done

# Examples of .split()

```
'a b c'.split()  
['a', 'b', 'c']
```

# Examples of .split()

```
'a b c'.split()
```

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

```
'a b      c'.split()
```

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

# Examples of .split()

```
'a b c'.split()
```

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

```
'a b      c'.split()
```

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

```
'ab cd'.split()
```

```
['ab', 'cd']
```

# Examples of .split()

```
'a b c'.split()
```

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

```
'a b      c'.split()
```

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

```
'ab cd'.split()
```

```
['ab', 'cd']
```

```
'a b, cd'.split(',')
```

```
['a b', ' cd']
```

# Looping over the .split() result


```
text = raw_input('Type some text: ')\nprint 'Splitting based on space:'
```

```
for word in text.split():\n    print '*' + word + '*'
```

Console

```
Type some text: This is fun!\nSplitting based on space:\n*This*\n*is*\n*fun!*
```

Repeated spaces  
only split once





# Python

## While Loops

# Loop review

- Python has two looping structures:
  - `while` – Loop until a condition is met
  - `for` – Loop a certain number of times

# The while Loop

- The while loop is very similar to C++ in both form and syntax

```
while condition:
```

```
    # Loop this content while condition == True
```

```
    print 'Condition is still True'
```

```
# This is outside the scope of the while
```

```
print 'Condition is not True'
```

# Reading/summing numbers one number per line

```
sum = 0.0 # start with float
count = 0
print 'Enter a number (negative to quit):',
x = float(raw_input())

while x >= 0:
    sum += x
    count += 1 # sorry no ++ in Python
    print 'Enter a number (negative to quit):',
    x = float(raw_input())

print '\nRead', count, 'numbers, sum is:', sum
```

# Reading/summing numbers With commas in line

- what if user wants to enter multiple values on a single line, separated by a comma

# Reading/summing numbers

## Multiple numbers per line

```
sum = 0.0
count = 0
prompt = 'Enter a number or numbers separated by commas\n'
prompt = prompt + '(just hit <Enter> to quit): '

line = raw_input(prompt)           # Input a line
while line != '':                  # <Enter> will exit
    line_splitup = line.split(',') # Split the line
    for num in line_splitup:
        f = float(num)            # Convert to float
        sum += f
        count += 1

    line = raw_input(prompt)        # Input another line

# Output results
print '\nRead', count, 'numbers, sum is:', sum
```

# Python

## 2D Lists

# What about a “2D list”?

- That would be a **list of lists**
  - A list, each element of which is a list
- Remember that you cannot declare variables ahead of time
  - 1) Start with an empty list
  - 2) Append a list to it (put a list INSIDE of it, at the end)
  - 3) Repeat step (2) as needed



# Student scores

```
students = []  
stu = ['Ann Smith', 83.2, 89.7]  
students.append(stu)  
stu = ['Bob Jones', 64.4, 83.0]  
students.append(stu)  
print students
```

Console

```
[['Ann Smith', 83.2, 89.7], ['Bob Jones', 64.4, 83.0]]
```

# Printing without [ ]

```
# Assume "students" list from  
# previous slide
```

```
for stu in students:  
    for col in stu:  
        print col,  
    print # move to next line
```

Console

```
Ann Smith 83.2 89.7  
Bob Jones 64.4 83.0
```

# Printing without [ ]

```
# Assume "students" list from  
# previous slide
```

```
for stu in students:
```

```
    for col in stu:
```

```
        print col,
```

```
    print # move to next line
```

Note the importance  
of indents!

Console

```
Ann Smith 83.2 89.7  
Bob Jones 64.4 83.0
```

# Python

## Dictionaries

# Dictionaries: Used in Final Projects

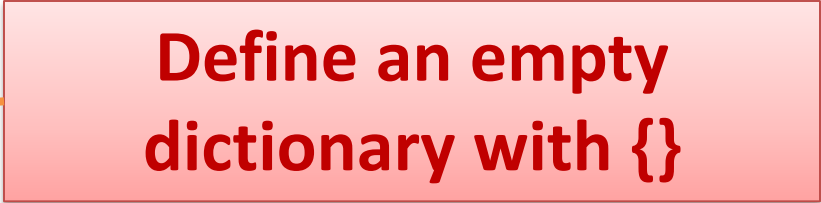
- Like arrays/lists, but indexed by any object
- Pairs of "key" and "value"

```
>>> dct = {}
```

# Dictionaries: Used in Final Projects

- Like arrays/lists, but indexed by any object
- Pairs of "key" and "value"

```
>>> dct = {}
```

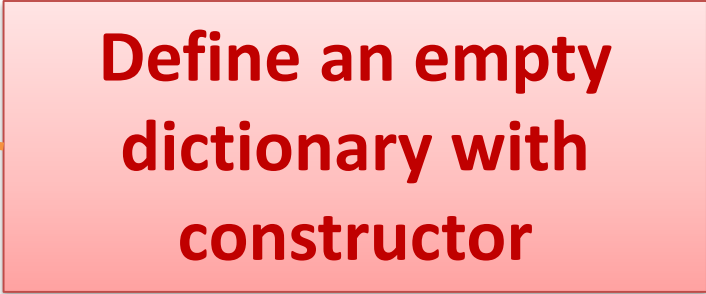


**Define an empty  
dictionary with {}**

# Dictionaries: Used in Final Projects

- Like arrays/lists, but indexed by any object
- Pairs of "key" and "value"

```
>>> dct = dict()
```



**Define an empty  
dictionary with  
constructor**

# Dictionaries: Used in Final Projects

- Like arrays/lists, but indexed by any object
- Pairs of "key" and "value"

```
>>> dct = {}
```

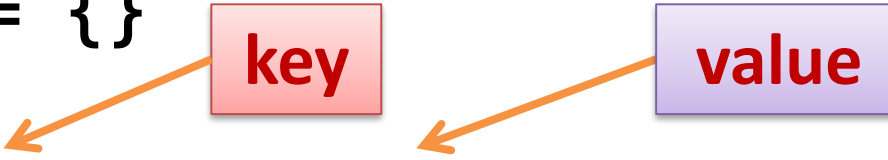
```
>>> dct[0] = 'hello'
```



# Dictionaries: Used in Final Projects

- Like arrays/lists, but indexed by any object
- Pairs of "key" and "value"

```
>>> dct = {}
```



A diagram consisting of two rectangular boxes. The left box is light red with the word "key" in red text. The right box is light purple with the word "value" in red text. An orange arrow points from the "key" box to the blue '0' in the code below. Another orange arrow points from the "value" box to the green 'hello' in the code below.

```
>>> dct[0] = 'hello'
```

# Dictionaries: Used in Final Projects

- Like arrays/lists, but indexed by any object
- Pairs of "key" and "value"

```
>>> dct = {}
```

```
>>> dct[0] = 'hello'
```

```
>>> print dct[0]
```

```
hello
```

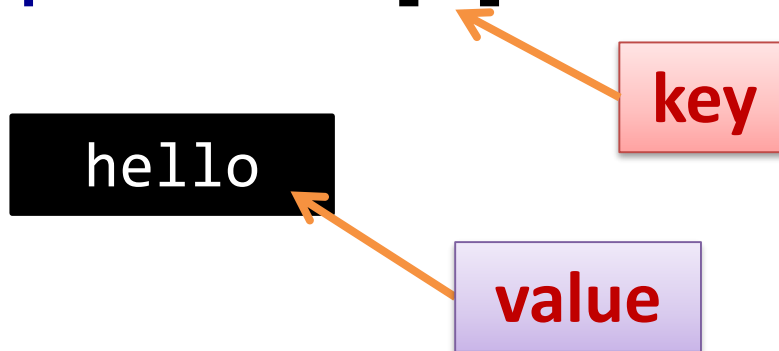
# Dictionaries: Used in Final Projects

- Like arrays/lists, but indexed by any object
- Pairs of "key" and "value"

```
>>> dct = {}
```

```
>>> dct[0] = 'hello'
```

```
>>> print dct[0]
```



# Dictionaries: Used in Final Projects

- Like arrays/lists, but indexed by any object
- Pairs of "key" and "value"

```
>>> dct = {}
```

```
>>> dct[0] = 'hello'
```

```
>>> print dct[0]
```


```
hello
```

```
>>> dct['word'] = 'world'
```

```
>>> print dct['word']
```

```
world
```

Strings can be used  
as keys!!!



# Dictionaries: Used in Final Projects

- Like arrays/lists, but indexed by any object
- Pairs of "key" and "value"

```
>>> dct = {}
```

```
>>> dct # for debugging:
>>> print dct
{}
>>> dct[0] = 'hello'
>>> print dct
{0: 'hello'}
>>> dct['word'] = 'world'
>>> print dct
{0: 'hello', 'word': 'world'}
```

# Dictionaries: Used in Final Projects

- Can also define dictionaries at creation
- Use **key: value** in definition

```
>>> dct = { 1: 'hello', 3.14: 'pi',  
            'num_students': 20 }
```

```
>>> print dct[1]
```

```
hello
```

```
>>> print dct['num_students']
```

```
20
```

```
>>> print dct[3.14]
```

```
pi
```

# Dictionaries

- Often used to store heterogeneous data in a meaningful way:

```
student = {}  
student['firstName'] = 'Meghana'  
student['lastName'] = 'Shankar'  
student['grades'] = [ 90, 95, 92 ]  
  
print 'Student:', student['firstName'],  
print student['lastName']
```

```
Student: Meghana Shankar
```

## i>Clicker #6

```
student = {}  
student['firstName'] = 'Meghana'  
student['lastName'] = 'Shankar'  
student['grades'] = [ 90, 95, 92 ]
```

```
print 'Grades:',  
for grade in student['grades']:  
    print grade,
```

A) Grades: [90, 95, 92]

B) Grades: 90 95 92

C) Grades:  
[90, 95, 92]

D) Grades:  
90 95

E) Grades:  
90  
95  
92



# Iterating Over Dictionary `.items()`

```
grades = {}  
grades['proj1'] = 60  
grades['proj2'] = 70  
grades['proj3'] = 80  
grades['exam1'] = 90  
grades['exam2'] = 100
```

```
for k, v in grades.items():  
    print k + ': ', v
```

```
exam2: 100  
proj3: 80  
exam1: 90  
proj2: 70  
proj1: 60
```

**Note that  
dictionaries are  
NOT reliably  
ordered.**

**k** will be assigned each key  
**v** will be assigned each  
value

**.items()** returns a list  
of (key, value) tuple pairs

# Iterating Over Dictionary `.items()`

```
grades = {}  
grades['proj1'] = 60  
grades['proj2'] = 70  
grades['proj3'] = 80  
grades['exam1'] = 90  
grades['exam2'] = 100
```

**Note that  
dictionaries are  
NOT reliably  
ordered.**

```
for k, v in grades.items():  
    print k + ': ', v
```

```
exam2: 100  
proj3: 80  
exam1: 90  
proj2: 70  
proj1: 60
```

```
proj3: 80  
exam2: 100  
exam1: 90  
proj2: 70  
proj1: 60
```

# Nested Dictionaries

```
student = {}  
student['firstName'] = 'Meghana'  
student['lastName'] = 'Shankar'  
student['grades'] = {}  
student['grades']['proj1'] = 90  
student['grades']['proj2'] = 95  
student['grades']['exam1'] = 92
```

# Nested Dictionaries

```
student = {}  
student['firstName'] = 'Meghana'  
student['lastName'] = 'Shankar'  
student['grades'] = {}  
student['grades']['proj1'] = 90  
student['grades']['proj2'] = 95  
student['grades']['exam1'] = 92
```

```
for k, v in student['grades'].items():  
    print k + ': ', v
```

```
exam1: 92  
proj2: 95  
proj1: 90
```

**Note that dictionaries  
are STILL NOT reliably  
ordered.**

# Python

## User-Defined Functions

# Functions in Python

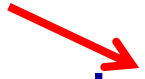
- Example: Square function

```
def square(a):  
    sq = a * a  
    return sq
```

# Functions in Python

- Example: Square function

**def** tells Python that we  
are defining a function  
no return type specified




```
def square(a):  
    sq = a * a  
    return sq
```

# Functions in Python

- Example: Square function

Function name




```
def square(a):  
    sq = a * a  
    return sq
```



# Functions in Python

- Example: Square function

**Input parameter**



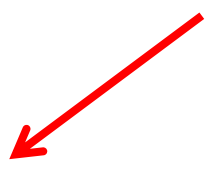
```
def square(a):  
    sq = a * a  
    return sq
```

# Functions in Python

- Example: Square function

**Colon marks the end  
of the definition**

```
def square(a):  
    sq = a * a  
    return sq
```



# Functions in Python

- Example: Square function

```
def square(a):  
    sq = a * a  
    return sq
```



**Return value**

# Functions in Python

- Example: Square function

```
def square(a):  
    sq = a * a  
    return sq
```

Indenting is  
**CRITICAL**  
4 spaces is standard



# User Defined Function

```
def square(a):  
    sq = a * a  
    return sq
```

```
# main program  
x = 3  
y = square(x) ← function call
```

# Function Call

Execution → `def square(a):`  
    `sq = a * a`  
    `return sq`

```
# main program  
x = 3  
y = square(x)
```

Execution starts at  
the top of the file



# Function Call



```
def square(a):  
    sq = a * a  
    return sq
```

```
# main program  
x = 3  
y = square(x)
```

Function definitions  
are executable  
statements



# User Defined Function

```
def square(a):  
    sq = a * a  
    return sq
```



```
# main program  
x = 3  
y = square(x)
```





# Function Call

```
def square(a):  
    sq = a * a  
    return sq
```

Execution →

```
# main program  
x = 3  
y = square(x)
```





# Function Call

Execution → `def square(a):`  
    `sq = a * a`  
    `return sq`

```
# main program  
x = 3  
y = square(x)
```



# Function Call

Execution →

```
def square(a):  
    sq = a * a  
    return sq
```

```
# main program  
x = 3  
y = square(x)
```



# Function Call

Execution →

```
def square(a):  
    sq = a * a  
    return sq
```

```
# main program  
x = 3  
y = square(x)
```



# Function Call

```
def square(a):  
    sq = a * a  
    return sq
```

```
# main program
x = 3
y = square(x)
```

## Execution

3

**X**

9

y

# The return statement

- Almost exactly the same as in C++
  - Except **no explicit return type**
- A return followed by nothing exits the function but returns no value
- Can return a value if desired
- If return is not present, execution ends when the end of the function is reached
  - **Indent level going back to 0 ends the function definition**

# Remember the returned value

- If you don't use it, store it, or print it, the result of calling the function is wasted time, but nothing else

```
square(4)    # not printed  
             # not saved  
             # not used
```

Legal in Python just like in C++



# i>Clicker #7

```
def increment(x):  
    return x + 1
```

```
# main program
```

```
x = 3
```

```
print (increment(x / 2) +  
       increment(x + 1))
```

What prints?

- A) 5
- B) 5.5
- C) 6
- D) 6.5
- E) 7

# Documenting Functions

- After the function header, include a block quote (using ' ' '), indented
- The stuff inside the quote block the function's documentation
- Can retrieve a function's documentation via print; try this:

```
>>> print abs.__doc__  
abs(number) -> number
```



double underscores

Return the absolute value of the argument.

# Documented function

- Example: Square function

```
def square(a):  
    '''  
    Returns the square of a number  
    '''  
    sq = a * a  
    return sq
```

# Documented function

- Example: Square function

```
def square(a):  
    '''  
    Returns the square of a number  
    '''  
    sq = a * a  
    return sq  
  
print square.__doc__
```

Console

```
Returns the square of a number
```

# Setting up a main function

```
import sys

def square(a):
    '''
    Returns the square of a number
    '''
    return a * a

def main():
    x = 3
    y = square(x)
    print 'y is:', y

if __name__ == '__main__':
    main()
```

# Python

## Classes

# Python Classes

- Work similarly to C++ classes
  - Instances can be created
  - Can hold data
  - Can hold functions

# Defining a Python Class

- A not-very-useful Student class:

```
class Student:  
    firstName = 'Grace'  
    lastName = 'Kendall'
```


```
grace = Student()
```

Syntax for creating  
an instance



```
print grace.firstName, grace.lastName
```

Same "dot" syntax for  
members as C++

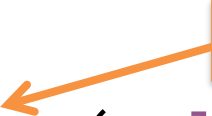


Grace Kendall




# Python Class Constructor: `__init__`

```
class Student:
    def __init__(self, first, last):
        self.firstName = first
        self.lastName = last
```



Constructor

Call constructor  
with 2 arguments



```
grace = Student('Grace', 'Kendall')

print grace.firstName, grace.lastName
```

Grace Kendall

# Python Class Constructor: `__init__`

```
class Student:  
    def __init__(self, first, last):  
        self.firstName = first  
        self.lastName = last
```

Instance is  
parameter  
rather than  
implicit

```
grace = Student('Grace', 'Kendall')  
  
print grace.firstName, grace.lastName
```


Grace Kendall

# Python Class Constructor: `__init__`

```
class Student:
    def __init__(self, first, last):
        self.firstName = first
        self.lastName = last

grace = Student('Grace', 'Kendall')

print grace.firstName, grace.lastName
```



Members not  
automatically  
in scope


Grace Kendall

# Python Class Constructor: `__init__`

```
class Student:
    def __init__(self, first, last):
        self.firstName = first
        self.lastName = last

grace = Student('Grace', 'Kendall')

print grace.firstName, grace.lastName
```



Members are  
always public

Grace Kendall

# Everything in Python classes is public

```
class Student:
    def __init__(self, first, last):
        self.firstName = first
        self.lastName = last

grace = Student('Grace', 'Kendall')
grace.firstName = 'Pranav'

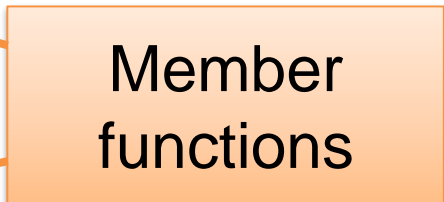
print grace.firstName, grace.lastName
```

# Python Class Member Functions

```
class Student:
    def __init__(self, first, last):
        self.firstName = first
        self.lastName = last
        self.grades = []

    def addGrade(self, grade):
        self.grades.append(grade);

    def averageGrades(self):
        if (len(self.grades) == 0):
            return 0
        return sum(self.grades) / len(self.grades)
```



A diagram consisting of an orange rectangular box with a black border, containing the text "Member functions". Two orange arrows originate from the left side of this box. The top arrow points to the `addGrade` method definition in the code. The bottom arrow points to the `averageGrades` method definition in the code.

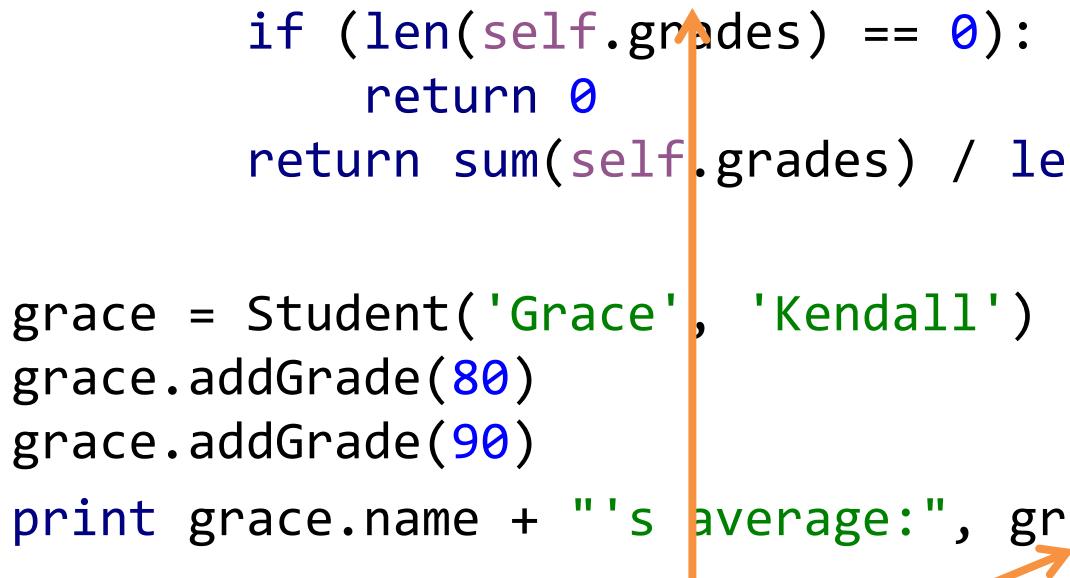
Member functions

```
class Student:
    def __init__(self, first, last):
        self.firstName = first
        self.lastName = last
        self.grades = []

    def addGrade(self, grade):
        self.grades.append(grade);

    def averageGrades(self):
        if (len(self.grades) == 0):
            return 0
        return sum(self.grades) / len(self.grades)

grace = Student('Grace', 'Kendall')
grace.addGrade(80)
grace.addGrade(90)
print grace.name + "'s average:", grace.averageGrades()
```



The diagram consists of two orange arrows. The first arrow starts at the `self` parameter in the `averageGrades` method definition and points vertically down to the `grace` variable in the instantiation line `grace = Student('Grace', 'Kendall')`. The second arrow starts at the `grace` variable in the `print` statement `print grace.name + "'s average:", grace.averageGrades()` and points diagonally down and to the right towards the `averageGrades` method call.

Instance is passed as first argument to member function

Grace's average: 85