

# Computing (ES 112)

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## Lists

# Collection: multiple items together: Recall



<https://www.clarehall.cam.ac.uk/bellcollection/>

# What is Not a “Collection”?: Recall

- Most of our variables have **one value** in them - when we put a new value in the variable, the old value is overwritten

```
$ python3
Python 3.10.12 (main, Jun 11 2023, 05:26:28) [GCC 11.4.0] on
linux Type "help", "copyright", "credits" or "license" for more
information.
>>> x=2
>>> x=4
>>> print(x)
4
```

# List as a Collection: Recall

- A **collection** allows us to put **many values** in a **single “variable”**
- A **collection** is nice because we can carry all many values (**even of different types**) around in **one convenient package**.

```
>>> x = 2
>>> x = 4
>>> print(x)
4
>>> x = [1, 2.35, True, 'A', 5]
>>> print(x)
[1, 2.35, True, 'A', 5]
```

The indexing is exactly like strings. It can even go negative!

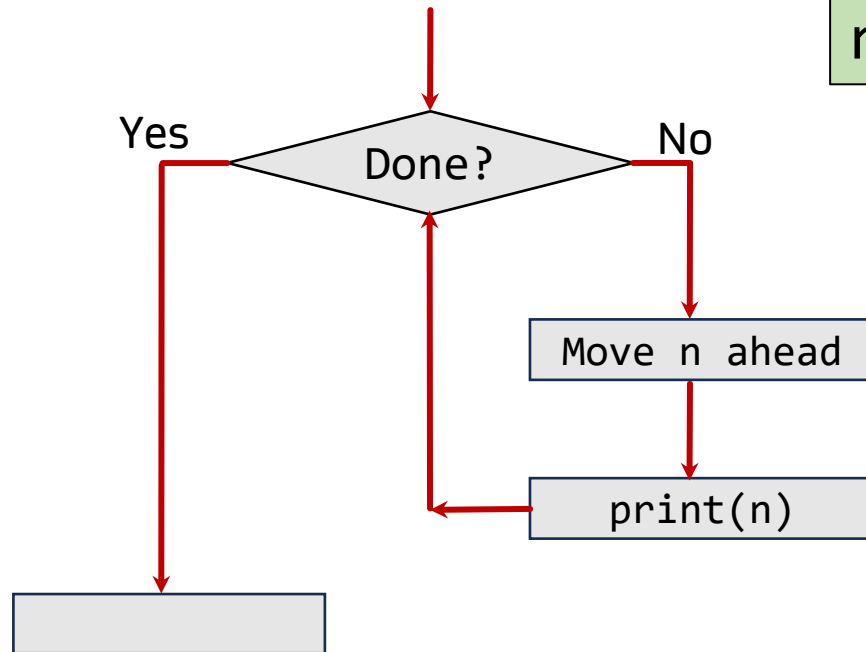
```
>>> print(x[0])
1
>>> print(x[-1])
5
x=[[[]],[]]
>>> print(len(x))
2
Why 2? Should it be zero?
```

# Lists and Definite Loops: Recall

```
for n in [5, 4, 3, 2, 1]:  
    print(n)
```

Output

5  
4  
3  
2  
1



n [5, 4, 3, 2, 1]

↑ ↑ ↑ ↑ ↑

Definite loops (for loops) have explicit iteration variables that change each time through a loop. These iteration variables move through the collection of items **in order**.

# List indexing and slicing: Recall

- Just like strings, we can get at any single element in a list using an **index/slice** specified in **square brackets**

1	2.35	True	A	5
0	1	2	3	4
-5	-4	-3	-2	-1

```
>>> x = [1, 2.35, True, 'A', 5]
>>> print(x[-4])
2.35
>>> print(x[1:4])
[2.35, True, 'A']
>>> print(x[::-1])
[5, 'A', True, 2.35, 1]
>>> print(x[len(x)-1::-1])
[5, 'A', True, 2.35, 1]
```

# Lists are Mutable: Recall

- Strings are “immutable” - we cannot change the contents of a string - we must make a new string to make any change
- Lists are “mutable” - we can change an element of a list using the index operator

```
>>> fruit = 'Banana'
>>> fruit[0] = 'b'
Traceback
TypeError: 'str' object does not support item assignment
>>> lotto = [2, 14, 26, 41, 63]
>>> print(lotto)
[2, 14, 26, 41, 63]
>>> lotto[2] = 28
>>> print(lotto)
[2, 14, 28, 41, 63]
```



# Using the range() function

- In **Python 2.x**, the **range** function returns a list of numbers that range from zero to one less than the parameter
- In **Python 3.x**, the **range** function returns a range type, i.e., a sequence of numbers that range from zero to one less than the parameter

```
>>> print(range(4))
[0, 1, 2, 3]
>>> friends = ['Joseph', 'Glenn', 'Sally']
>>> print(range(len(friends)))
[0, 1, 2]
```

```
>>> print(range(4))
range(0, 4)
>>> list(range(4))
[0, 1, 2, 3]
>>> friends = ['Joseph', 'Glenn', 'Sally']
>>> print(range(len(friends)))
range(0, 3)
```

# Concatenation and Other Operations

- We can create a new list by concatenating two existing lists together using '+'
- **sum()** adds the elements in a list provided none of them are characters.
- **max()** finds the largest number in a list provided with the same condition as max

```
>>> a = [1, 2, 3]
>>> b = [4, 5, 6]
>>> c = a + b
>>> print(c)
[1, 2, 3, 4, 5, 6]
>>> c = sum(a) + max(b)
>>> print(c)
12
>>> s=[1.2,3.4]
>>> sum(s)
4.6
```

concatenation

addition

# Append and Extend Operations

- We can append to an existing list using `append()`
- We can extend an existing list using `extend()`

The `.` operator MUST be written before `append()` and `extend()`

```
>>> a = [1, 2, 3]
>>> a.append(5)
>>> print(a)
[1, 2, 3, 5]
```

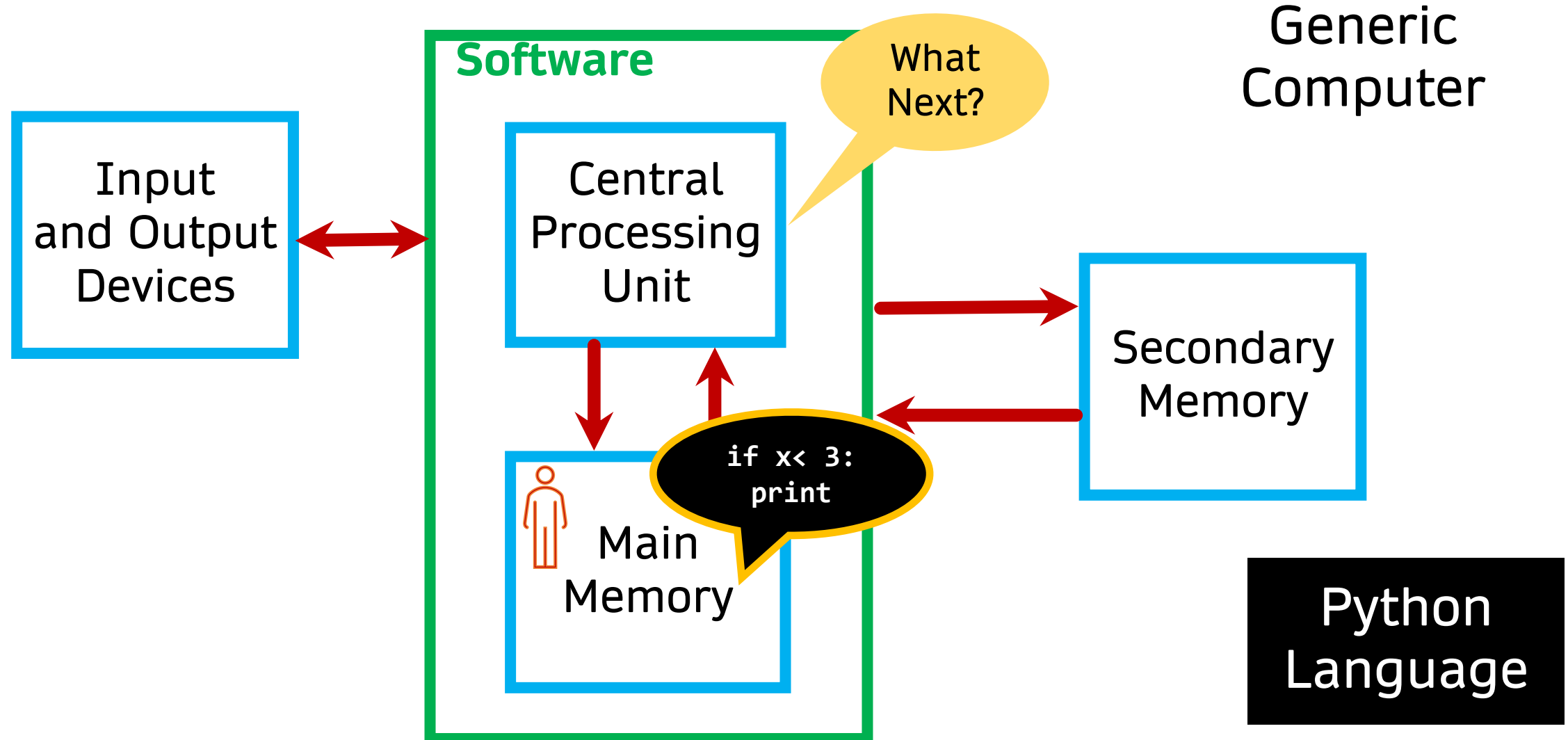
```
>>> a = [1, 2, 3]
>>> a.append([5])
>>> print(a)
[1, 2, 3, [5]]
```

```
>>> a = [1, 2, 3]
>>> a.extend(5)
Traceback (most recent call last): File
"", line 1, in TypeError: 'int' object
is not iterable
```

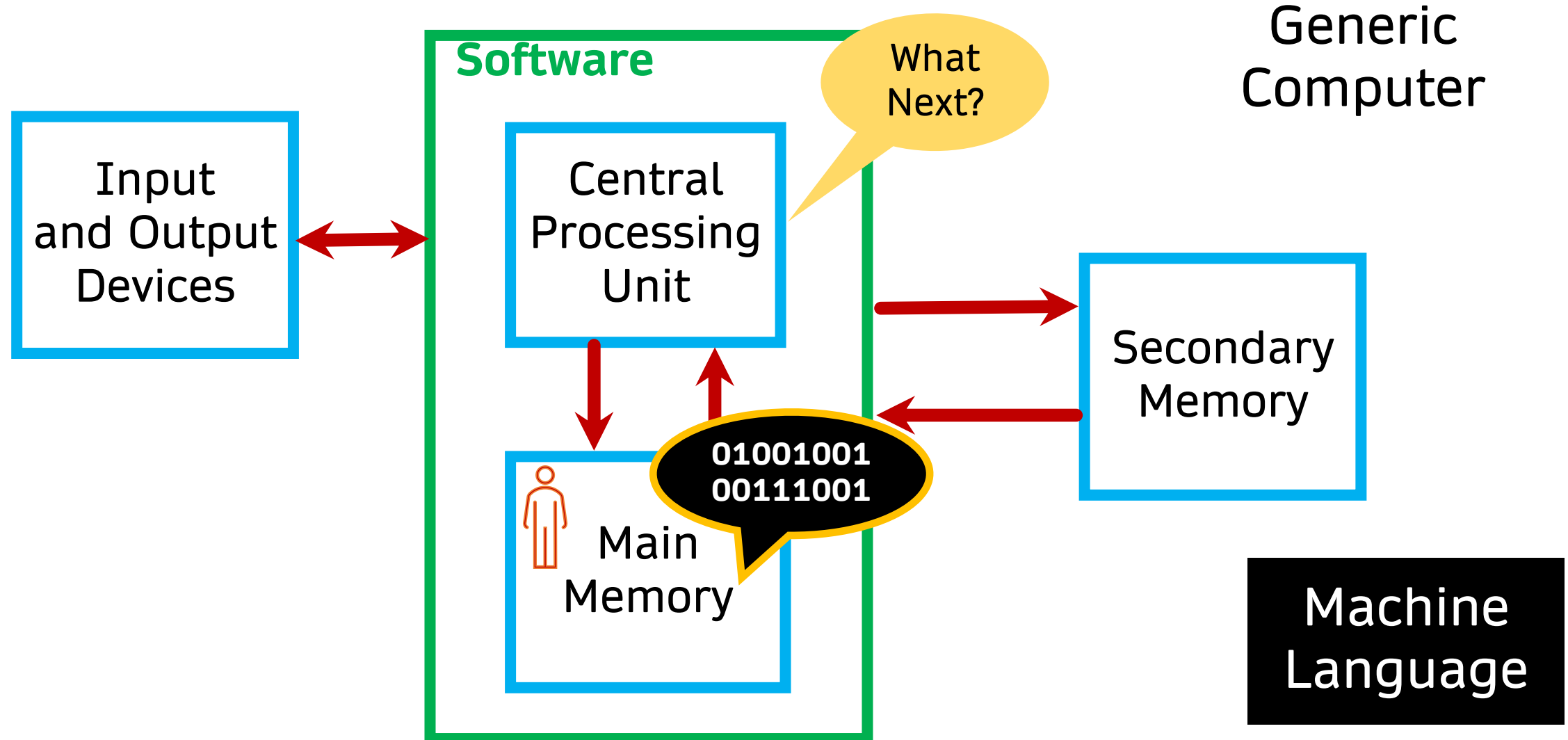
```
>>> a = [1, 2, 3]
>>> a.extend([5,1,2])
>>> print(a)
[1, 2, 3, 5, 1, 2]
```

# Reading Files

# Hardware Architecture: Recall

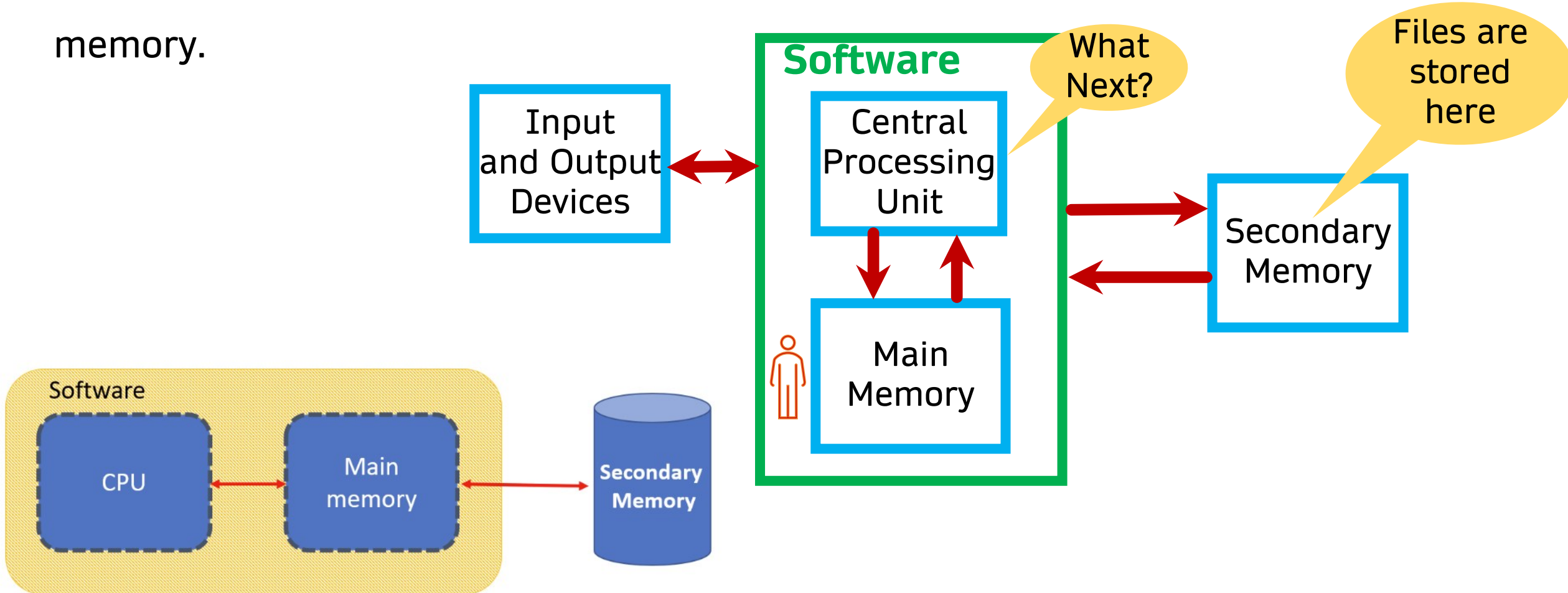


# Hardware Architecture: Recall



# Persistence and File Loading into the Main Memory

- Files are loaded from secondary memory to the main memory and then processed by the CPU. Once the processing is done, the data is written back to the secondary memory.



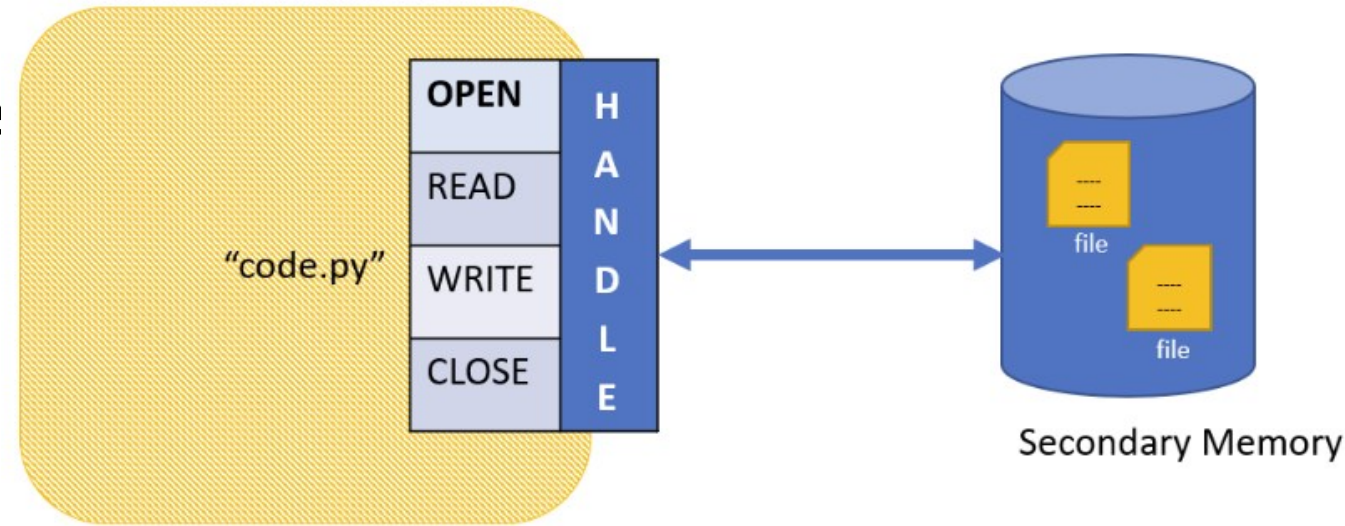
# Opening a File

- Before we can read the contents of the file, we must tell Python which file we are going to work with and what we will be doing with the file
- This is done with the `open()` function
- `open()` returns a “file handle” - a variable used to perform operations on the file
- Similar to “File -> Open” in a Word Processor



# Opening a File and How File Handlers Work

- `handle = open(filename, mode)`
- returns a handle use to manipulate the file
- filename is a string
- mode is optional and should be 'r' if we are planning to read the file and 'w' if we are going to write to the file



```
fhand = open('filename.txt', 'r')
```

# File Handling: Open a file

- The OS will return the file handle in the variable `fhand` if `open` is successful

```
>>> fhand = open('clown.txt')
```

```
>>> print(fhand)
```

```
<_io.TextIOWrapper name='clown.txt' mode='r' encoding='UTF-8'>
```

fhand  
description

- name is the file name
- mode is the permission which is `r` (stands for read) in this case.
- encoding is the encoding mechanism for the Unicode character set.

# File Handling: Open a file

- When files are missing OSError exception is raised.

```
>>> fhand = open('filename.txt')
```

```
>>> print(fhand)
```

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

```
File "/home/runner/readingFiles/main.py", line 1, in <module>
```

```
    fhand = open('iitgn.txt')
```

```
FileNotFoundError: [Errno 2] No such file or directory: 'iitgn.txt'
```

# File Handling: Hands-On

**#Open a file**

```
fhand = open('clown.txt')
```

**#Print the file whole at time one shot**

```
fhand = open('clown.txt')
```

```
print(fhand.read())
```

**#Print the file, one line at time (method 1)**

*# Get the file handler*

```
fhand = open('words.txt')
```

*# Loop through each line via file handler*

```
for line in fhand:
```

```
    print(line)
```

# File Handling: Hands-On

**#Print the file, one line at time (method 2)**

```
fhand = open('pattern.txt')
for line in fhand.readlines():
    print(line)
```

*#fhand.readlines() returns a list of repr string representation of the object (each line), example of repr() below*

```
>>> h='\nhello\t'
>>> print(h)
```

```
hello
```

```
>>> print (repr(h))
'\nhello\t'
```

# File Handling: Hands-On

```
#Print the file, multiple line stitched together
# Get the file handler
fhand = open('pattern.txt')
#Loop through each line via file handler
for line in fhand:
    #substitute \n at the end each line with empty character
    print(line,end="")
#Print the file one line at time and split the words per line by
#whitespace ('\\n', '\\t', ' ')
fhand = open('clown.txt')
for line in fhand:
    print(line.split()) # split by whitespace
```

# File Handling: Hands-On

```
#Print the file, one line at time with rstrip()  
# Get the file handler  
fhand = open('pattern.txt')  
#Loop through each line and remove extra line character with  
rstrip()  
for line in fhand:  
    line = line.rstrip()  
    print('(' + repr(line) + ')') #actual representation
```

# File Handling: Hands-On

**#How user can choose a file and count the number of lines in the file**

```
fname = input('Enter the file name: ')
fhand = open(fname)
count = 0
for line in fhand:
    count = count + 1
print('There are', count, 'lines in', fname)
```



# File Handling: Hands-On

**# How user can choose a file and count the number of words in the file**

```
fname = input('Enter the file name: ')
fhand = open(fname)
count = 0
for line in fhand:
    words = line.split()
    count = count + len(words)
print('There are', count, 'words in', fname)
```

# File Handling: Hands-On

```
# How user can choose a file and count the number of character in
the file
fname = input('Enter the file name: ')
fhand = open(fname)
count1 = 0
count2 = 0
for line in fhand:
    count1 = count1 + len(line) #including whitespace
    count2 = count2 + len(line.replace(' ', '')) #remove space
print('There are', count1, 'characters in', fname)
print('There are', count2, 'characters in', fname)
```

# File Handling: File Opening Modes

---

- Read Only ('r'): This mode opens the text files for reading only.
- Read and Write ('r+'): This method opens the file for both reading and writing. First read the file then write.
- Write Only ('w'): This mode opens the file for writing only.
- Write and Read ('w+'): This mode opens the file for both reading and writing. First overwrite the contents then read.

# File Handling: Hands-On

## # Write to a file

```
fname = input('Enter file name: ')\nfhand = open(fname, 'w')\nfhand.write('Now is the time for all good men to come to the aid\nof their country.')\nfhand.close()
```

## # append to a file

```
fname = input('Enter file name: ')\nfhand = open(fname, 'a')\nfhand.write('Now is the time for all good men to come to the aid\nof their country.')\nfhand.close()
```

# File Handling: Hands-On

```
# create new a file and write to it
# Open file with mode 'x'
fout = open('new-file.txt', 'x')
fout.write("Now the new file has some content!")
fout.close()
# If the file already exists then exception handling
```

# File Handling: Hands-On

## # example of exception handling

```
fname = input('Enter the file name: ')
try:
    fhand = open(fname)
except(EOFError):
    print('File not found and can not be opened:', fname)
    exit()
count=0
for line in fhand:
    count = count + 1
print('There are', count, 'lines in', fname)
```

# File Handling: Hands-On

```
# delete entire data but not the file
```

```
f = open("iitgn.txt", "r+")
```

```
#it can be w, w+, r+ but not r (read only)
```

```
f.truncate()
```

```
# delete a whole file
```

```
import os
```

```
os.remove("new-file.txt")
```

# File Handling: Hands-On

```
# reading without rstrip()
f=open('pattern.txt',mode='r')
print('reading without rstrip()')
while True:
    k=f.readline()
    if len(k) == 0: #reached EOF (end-of-file)
        break
    else:
        print(k)
f.close()
```



# File Handling: Hands-On

```
# reading with rstrip(), strips whitespace from the right side of
a string
f=open('pattern.txt',mode='r')
print('reading with rstrip()')
while True:
    k=f.readline().rstrip()
    if len(k) == 0: #reached EOF (end-of-file)
        break
    else:
        print(k)
f.close()
```

# File Handling: Hands-On

# usage of tell() + readline(). The tell() method returns the current file position in a file stream.

```
f=open('pattern.txt',mode='r')
```

```
print('usage of tell()')
```

```
while True:
```

```
    k=f.readline()
```

```
    if len(k) == 0: #reached EOF
```

```
        break
```

```
    else:
```

```
        print(f.tell()) #where is my cursor in the file?
```

```
f.close()
```

# File Handling: Hands-On

# usage of tell() + readlines(). The tell() method returns the current file position in a file stream.

```
f=open('pattern.txt',mode='r')
```

```
print('usage of tell()')
```

```
while True:
```

```
    k=f.readlines()
```

```
    if len(k) == 0: #reached EOF
```

```
        break
```

```
    else:
```

```
        print(f.tell()) #where is my cursor in the file?
```

```
f.close()
```

# File Handling: Hands-On

# usage of seek() + write(). Using this we can change the current file position with the seek() method.

```
f=open('pattern.txt',mode='r+')
while True:
    k=f.readline()
    if len(k) == 0: #reached EOF
        break
    else:
        z=f.tell()
        f.seek(z-2)
        f.write('%\n')
        f.seek(z+1)

f.seek(0)
print(f.read())
f.close()
```

# Acknowledgements / Contributions

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