LEARN CODING

ale66

AUXILIARY VARIABLES

TOPICS

- counters
- accumulators
- trailers

COUNTERS

A variable, normally of type integer, that is incremented as we *parse* an iterable

Example: compute list size/lenght

```
1 l = 0
2
3 for f in fruits:
4
5  l = l +1
6
7 print(f'The lenght of list {fruits} is {l}')
```

Syntax: 1 += 1 is shorthand for 1 = 1 + 1

ANONYMOUS VARIABLES

In fact, we are not operating on f

it can be omitted in favour of an anonymous variable _

```
1 l = 0
2
3 for _ in fruits:
4
5     l += 1
6
7 print(f'The lenght of list {fruits} is {l}')
```

ACCUMULATORS

A variable to record quantities seen during the iteration Example: the average of an arbitrary list of positive numbers

```
1 l = 0
2 accumulator = 0
3
4 for val in mylist:
5  l += 1
6  accumulator += val
7
8 if l > 0:
9  average = accumulator / l # this will be a float
10
11 print(f'There are {l} values and their average is {average}')
```

TRAILING VARIABLES

A variable that remembers past values during an iteration Example: find the biggestn temperature increase in a list

```
1 maxincrease = 0
   trailer = temperaturelist[0]
 4
   for temp in temperaturelist:
 6
7
     current increase = temp - trailer
 8
 9
     if current increase > maxincrease:
       maxincrease = current_increase # a new max is found
10
11
     # we are finished with this value, assign it to the trailer
12
     trailer = temp
13
14
   print(f'The maximum day-on-day increase has been {maxincrease} degrees')
```

PROGRAMME COMPREHENSION

To grasp how trailers work, put extra print() commands to see what the variables contain

Rename variables:

```
1 yesterday = temperaturelist[0]
2
3 for today in temperaturelist:
4
5   current_increase = today - yesterday
6
7   ...
8
9   yesterday = today
```



Complete code for searching a given number in a sequence

```
1 KEY = 22
2
3 mylist = [1, 6, 3, 9, 10]
4
5 __ item __ mylist:
6   if __ == __:
7   found = True
8   else:
9   found = False
```