8.1 Lists

List basics

The ***list*** object type is one of the most important and often used types in a Python program. A list is a ***container***, which is an object that groups related objects together. A list is also a sequence; thus, the contained objects maintain a left-to-right positional ordering. Elements of the list can be accessed via indexing operations that specify the position of the desired element in the list. Each element in a list can be a different type such as strings, integers, floats, or even other lists.

The animation below illustrates how a list is created using brackets `[]` around the list elements. The animation also shows how a list object contains references to the contained objects.

PARTICIPATION ACTIVITY 8.1.1: Lists contain references to other objects.

Animation content:

`undefined`

Animation captions:

1. The user creates a new list.
2. The interpreter creates a new object for each list element.
3. 'my_list' holds references to objects in list.

A list can also be created using the built-in list() function. The ***list()*** function accepts a single iterable object argument, such as a string, list, or tuple, and returns a new list object. Ex: list('abc') creates a new list with the elements ['a', 'b', 'c'].

Accessing list elements

An ***index*** is a zero-based integer matching to a specific position in the list's sequence of elements. A programmer can reference a specific element in a list by providing an index. Ex: `my_list[4]` uses an integer to access the element at index 4 (the 5th element) of my_list.

An index can also be an expression, as long as that expression evaluates into an integer. Replacing the index with an integer variable, such as in `my_list[i]`, allows the programmer to quickly and easily lookup the (i+1)th element in a list.

zyDE 8.1.1: List's ith element can be directly accessed using [i]: Oldest people program.

Consider the following program that allows a user to print the age of the Nth oldest know person to have ever lived. Note: The ages are in a list sorted from oldest to youngest.

1. Modify the program to print the correct ordinal number ("1st", "2nd", "3rd", "4th", "5th") in of "1th", "2th", "3th", "4th", "5th".
2. For the oldest person, remove the ordinal number (1st) from the print statement to say oldest person lived 122 years".

Reminder: List indices begin at 0, not 1, thus the print statement uses oldest_people[nth_person-1], to access the nth_person element (element 1 at index 0, ele 2 at index 1, etc.).

Load default template...

```
3
```

The program can quickly access the Nth oldest person's age using `oldest_people[nth_person-1]`. Note that the index is `nth_person-1` rather than just nth_person because a list's indices start at 0, so the first age is at index 0, the second at index 1, etc.

A list's index must be an integer type. The index cannot be a floating-point type, even if the value is 0.0, 1.0, etc.

PARTICIPATION ACTIVITY 8.1.2: List indices.

Given the following code, what this output of each code segment?

```
animals = ['cat', 'dog', 'bird', 'raptor']
print(animals[0])
```

1) `print(animals[0])`

Check Show answer

2) `print(animals[2])`

```
1 oldest_people = [122, 119, 117, 117, 116]  # S
2
3 nth_person = int(input('Enter N (1-5): '))
4
5 if (nth_person >= 1) and (nth_person <= 5):
6     print('The {}th oldest person lived {} yea
7         .format(nth_person, oldest_people[nth_
8
```

Check Show answer

3) `print(animals[0 + 1])`

Check Show answer

4)

```
i = 3
print(animals[i])
```

Check Show answer

Modifying a list and common list operations

Unlike the string sequence type, a list is ***mutable*** and is thus able to grow and shrink without the program having to replace the entire list with an updated copy. Such growing and shrinking capability is called ***in-place modification***. The highlighted lines in the list below indicate ways to perform an in-place modification of the list:

Table 8.1.1: Some common list operations.

Operation	Description	Example code	Example output
my_list = [1, 2, 3]	Creates a list.	`my_list = [1, 2, 3]` `print(my_list)`	`[1, 2, 3]`
list(iter)	Creates a list.	`my_list = list('123')` `print(my_list)`	`['1', '2', '3']`
my_list[index]	Get an element from a list.	`my_list = [1, 2, 3]` `print(my_list[1])`	`2`
my_list[start:end]	Get a *new* list containing some of another list's elements.	`my_list = [1, 2, 3]` `print(my_list[1:3])`	`[2, 3]`
my_list1 + my_list2	Get a *new* list with elements of my_list2 added to end of my_list1.	`my_list = [1, 2] + [3]` `print(my_list)`	`[1, 2, 3]`

my_list = x	Change the value of the ith element in-place.	`my_list = [1, 2, 3]`
		`my_list[2] = 9`
		`print(my_list)`
			`[1, 2, 9]`

my_list[len(my_list):] = [x]	Add the elements in [x] to the end of my_list. The append(x) method (explained in another section) may be preferred for clarity.	`my_list = [1, 2, 3]`
		`my_list[len(my_list):] = [9]`
		`print(my_list)`
			`[1, 2, 3, 9]`

del my_list	Delete an element from a list.	`my_list= [1, 2, 3]`
		`del my_list[1]`
		`print(my_list)`
			`[1, 3]`

Some of the operations in the table, like slicing, might be familiar to the reader because they are sequence type operations also supported by strings. The dark-shaded rows highlight in-place modification operations.

The below animation illustrates how a program can use in-place modifications to modify the contents of a list.

PARTICIPATION ACTIVITY 8.1.3: In-place modification of a list.

Animation captions:

1. A list, my_list, is created with the chars 'h', 'e', 'l', 'l', and 'o'.
2. Characters ' ', 'w', 'o', 'r', 'l', 'd', and '.' are added to the end of my_list.
3. Index 11 is changed to '!' character.
4. Element at index 5 is removed from my_list.

The difference between in-place modification of a list and an operation that creates an entirely new list is important. In-place modification affects any variable that references the list, and thus can have unintended side-effects. Consider the following code in which the variables your_teams and my_teams reference the same list (via the assignment `your_teams = my_teams`). If either your_teams or my_teams modifies an element of the list, then the change is reflected in the other variable as well.

The below Python Tutor tool executes a Python program and visually shows the objects and variables of a program. The tool shows names of variables on the left, with arrows connecting to bound objects on the right. Note that the tool does not show each number or string character as unique objects to improve clarity. The Python Tutor tool is available at www.pythontutor.com.

PARTICIPATION ACTIVITY 8.1.4: In-place modification of a list.

```
1 my_teams = ['Raptors', 'Heat', 'Nets']
2 your_teams = my_teams  # Create a shared reference to same list
3
4 my_teams[1] = 'Lakers'  # Modify list element
5
6 print('My teams are:', my_teams)  # Both variables have changed
7 print('Your teams are:', your_teams)  # Both variables have changed
```


<< First < Back Step 1 of 5 Forward > Last >>

line that has just executed
next line to execute

Frames Objects

In the above example, changing the elements of my_teams also affects the contents of your_teams. The change occurs because my_teams and your_teams are bound to the same list object. The code `my_teams[1] = 'Lakers'` modifies the element in position 1 of the shared list object, thus changing the value of both my_teams[1] and your_teams[1].

The programmer of the above example probably meant to only change my_teams. The correct approach would have been to create a *copy* of the list instead. One simple method to create a copy is to use slice notation with no start or end indices, as in `your_teams = my_teams[:]`.

PARTICIPATION ACTIVITY 8.1.5: In-place modification of a copy of a list.

```
1 my_teams = ['Raptors', 'Heat', 'Nets']
2 your_teams = my_teams[:]  # Assign your_teams to a COPY of my_teams
3
4 my_teams[1] = 'Lakers'  # Modify list element
5
6 print('My teams are:', my_teams)  # List element has changed
7 print('Your teams are:', your_teams)  # List element has not changed
```

<< First < Back Step 1 of 5 Forward > Last >>

line that has just executed
next line to execute

Frames Objects

On the other hand, assigning an element of an existing list to a variable, and then reassigning a different value to that variable does not change the list.

PARTICIPATION ACTIVITY 8.1.6: List indexing.

Animation captions:

1. Indexing operation changes list elements.
2. New variable is updated -- list does not change.

To change the value in the list above, the programmer would have to do an in-place modification operation, such as `colors[1] = 'orange'`.

PARTICIPATION ACTIVITY 8.1.7: List basics.

1) A program can modify the elements of an existing list.

- ○ True
- ○ False

2) The size of a list is determined when the list is created and cannot change.

- ○ True
- ○ False

3) All elements of a list must have the same type.

- ○ True
- ○ False

4) The statement `del my_list[2]` produces a new list without the element in position 2.

- ○ True
- ○ False

5) The statement `my_list1 + my_list2` produces a *new* list.

- ○ True
- ○ False

CHALLENGE ACTIVITY 8.1.1: Modify a list.

Modify short_names by deleting the first element and changing the last element to Joe.

Sample output with input: 'Gertrude Sam Ann Joseph'

```
['Sam', 'Ann', 'Joe']
```

```
1 user_input = input()
2 short_names = user_input.split()
3
4 ''' Your solution goes here '''
5
6 print(short_names)
```


Run

View solution *(Instructors only)*

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8.2 List methods

Common list methods

A ***list method*** can perform a useful operation on a list such as adding or removing elements, sorting, reversing, etc.

The table below shows the available list methods. Many of the methods perform in-place modification of the list contents — a programmer should be aware that a method that modifies the list in-place changes the underlying list object, and thus may affect the value of a variable that references the object.

Table 8.2.1: Available list methods.

List method	Description	Code example	Final my_list value
Adding elements			
list.append(x)	Add an item to the end of list.	`my_list = [5, 8]` `my_list.append(16)`	`[5, 8, 16]`
list.extend([x])	Add all items in [x] to list.	`my_list = [5, 8]` `my_list.extend([4, 12])`	`[5, 8, 4, 12]`
list.insert(i, x)	Insert x into list *before* position i.	`my_list = [5, 8]` `my_list.insert(1, 1.7)`	`[5, 1.7, 8]`
Removing elements			
list.remove(x)	Remove first item from list with value x.	`my_list = [5, 8, 14]` `my_list.remove(8)`	`[5, 14]`
list.pop()	Remove and return last item in list.	`my_list = [5, 8, 14]` `val = my_list.pop()`	`[5, 8]` val is 14
list.pop(i)	Remove and return item at position i in list.	`my_list = [5, 8, 14]` `val = my_list.pop(0)`	`[8, 14]` val is 5
Modifying elements			
list.sort()	Sort the items of list in-place.	`my_list = [14, 5, 8]` `my_list.sort()`	`[5, 8, 14]`
list.reverse()	Reverse the elements of list in-place.	`my_list = [14, 5, 8]` `my_list.reverse()`	`[8, 5, 14]`

Miscellaneous			
list.index(x)	Return index of first item in list with value x.	`my_list = [5, 8, 14]` `print(my_list.index(14))`	Prints "2"
list.count(x)	Count the number of times value x is in list.	`my_list = [5, 8, 5, 5, 14]` `print(my_list.count(5))`	Prints "3"

Good practice is to use list methods to add and delete list elements, rather than alternative add/delete approaches. Alternative approaches include syntax such as `my_list[len(my_list):] = [val]` to add to a list, or `del my_list[0]` to remove from a list. Generally, using a list method yields more readable code.

The list.sort() and list.reverse() methods rearrange a list element's ordering, performing in-place modification of the list.

The list.index() and list.count() return information about the list and do not modify the list.

The below interactive tool shows a few of the list methods in action:

PARTICIPATION ACTIVITY 8.2.1: In-place modification using list methods.

Animation content:

`undefined`

Animation captions:

1. vals is a list containing elements 1, 4, and 16.
2. The statement vals.append(9) appends element 9 to the end of the list.
3. The statement vals.insert(2, 18) inserts element 18 into position 2 of the list.
4. The statement vals.pop() removes the last element, 9, from the list.
5. The statement vals.remove(4) removes the first instance of element 4 from the list.
6. The statement vals.remove(55) removes the first instance of element 55 from the list. The list does not contain the element 55 so vals is the same.

zyDE 8.2.1: Amusement park ride reservation system.

The following (unfinished) program implements a digital line queuing system for an amusement park ride. The system allows a rider to reserve a place in line without actually having to wait. The rider simply enters a name into a program to reserve a place. Riders t purchase a VIP pass get to skip past the common riders up to the last VIP rider in line. VI board the ride first. (Considering the average wait time for a Disneyland ride is about 45 minutes, this might be a useful program.) For this system, an employee manually selects when the ride is dispatched (thus removing the next riders from the front of the line).

Complete the following program, as described above. Once finished, add the following commands:

- The rider can enter a name to find the current position in line. (Hint: Use the list.inde method.)
- The rider can enter a name to remove the rider from the line.

Load default templat

```
1
Frank
4
```

Run

PARTICIPATION ACTIVITY 8.2.2: List methods.

1) What is the output of the following program?

```
temps = [65, 67, 72, 75]
temps.append(77)
print(temps[-1])
```

Check Show answer

2) What is the output of the following program?

```
actors = ['Pitt', 'Damon']
actors.insert(1, 'Affleck')
print(actors[0], actors[1], actors[2])
```

Check Show answer

3) Write the simplest two statements that first sort my_list, then remove the largest value element from the list, using list methods.

Check Show answer

4) Write a statement that counts the number of elements of my_list that have the value 15.

Check Show answer

```
riders_per_ride = 3  # Num riders per ride to dispatch

line = []  # The line of riders
num_vips = 0  # Track number of VIPs at front of line

menu = ('(1) Reserve place in line.\n'  # Add rider to line
        '(2) Reserve place in VIP line.\n'  # Add VIP
        '(3) Dispatch riders.\n'  # Dispatch next ride car
        '(4) Print riders.\n'
        '(5) Exit.\n\n')

user_input = input(menu).strip().lower()

while user_input != '5':
    if user_input == '1':  # Add rider
        name = input('Enter name:').strip().lower()
        print(name)
        line.append(name)

    elif user_input == '2':  # Add VIP
        print('FIXME: Add new VIP')
```

CHALLENGE ACTIVITY 8.2.1: Reverse sort of list.

Sort short_names in reverse alphabetic order.

Sample output with input: 'Jan Sam Ann Joe Tod'

```
['Tod', 'Sam', 'Joe', 'Jan', 'Ann']
```



```
1 user_input = input()
2 short_names = user_input.split()
3
4 ''' Your solution goes here '''
5
6 print(short_names)
```

Run

View solution *(Instructors only)*

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8.3 Iterating over a list

List iteration

A programmer commonly wants to access each element of a list. Thus, learning how to iterate through a list using a loop is critical.

Looping through a sequence such as a list is so common that Python supports a construct called a ***for loop***, specifically for iteration purposes. The format of a for loop is shown below.

Figure 8.3.1: Iterating through a list.

```
for my_var in my_list:
    # Loop body statements go here
```


Each iteration of the loop creates a new variable by binding the next element of the list to the name my_var. The loop body statements execute during each iteration and can use the current value of my_var as necessary. [1]

Programs commonly iterate through lists to determine some quantity about the list's items. Ex: The following program determines the value of the maximum even number in a list:

Figure 8.3.2: Iterating through a list example: Finding the maximum even number.

```
# User inputs string w/ numbers: '203 12 5 800 -10'
user_input = input('Enter numbers:')

tokens = user_input.split()  # Split into separate strings

# Convert strings to integers
nums = []
for token in tokens:
    nums.append(int(token))

# Print each position and number
print()  # Print a single newline
for index in range(len(nums)):
    value = nums[index]
    print('{}: {}'.format(index, value))

# Determine maximum even number
max_num = None
for num in nums:
    if (max_num == None) and (num % 2 == 0):
        # First even number found
        max_num = num
    elif (max_num != None) and (num > max_num ) and (num % 2 == 0):
        # Larger even number found
        max_num = num

print('Max even #:', max_num)
```

```
Enter numbers:3 5 23 -1 456 1 6 83
0: 3
1: 5
2: 23
3: -1
4: 456
5: 1
6: 6
7: 83
Max even #: 456
...
Enter numbers:-5 -10 -44 -2 -27 -9 -27 -9
0:-5
1:-10
2:-44
3:-2
4:-27
5:-9
6:-27
7:-9
Max even #: -2
```


If the user enters the numbers 7, -9, 55, 44, 20, -400, 0, 2, then the program will output `Max even #: 44`. The code uses three for loops. The first loop converts the strings obtained from the split() function into integers. The second loop prints each of the entered numbers. Note that the first and second loops could easily be combined into a single loop, but the example uses two loops for clarity. The third loop evaluates each of the list elements to find the maximum even number.

Before entering the first loop, the program creates the list nums as an empty list with the statement `nums = []`. The program then appends items to the list inside the first loop. Omitting the initial empty list creation would cause an error when the nums.append() function is called, because nums would not actually exist yet.

The main idea of the code is to use a variable max_num to maintain the largest value seen so far as the program iterates through the list. During each iteration, if the list's current element value is even and larger than max_num so far, then the program assigns max_num with current value. Using a variable to track a value while iterating over a list is very common behavior.

PARTICIPATION ACTIVITY 8.3.1: Using a variable to keep track of a value while iterating over a list.

Animation captions:

1. Loop iterates over all elements of list nums.
2. Only larger even numbers update the value of max_num.

3. Odd numbers, or numbers small than max_num, are ignored.
4. When the loop ends, max_num is set to the largest even number 456.

A logic error in the above program would be to set max_even initially to 0, because 0 is not in fact the largest value seen so far. This would result in incorrect output (of 0) if the user entered all negative numbers. Instead, the program sets max_even to None.

PARTICIPATION ACTIVITY 8.3.2: List iteration.

Fill in the missing field to complete the program.

1) Count how many odd numbers (cnt_odd) there are.

```
cnt_odd =
for i in num:
    if i % 2 == 1:
        cnt_odd += 1
```

Check Show answer

2) Count how many negative numbers (cnt_neg) there are.

```
cnt_neg = 0
for i in num:
    if i < 0:
```

Check Show answer

3) Determine the number of elements in the list that are divisible by 10. (Hint: the number x is divisible by 10 if x % 10 is 0.)

```
div_ten = 0
for i in num:
    if :
        div_ten += 1
```

Check Show answer

IndexError and enumerate()

A common error is to try to access a list with an index that is out of the list's index range, e.g., to try to access my_list[8] when my_list's valid indices are 0-7. Accessing an index that is out of range causes the program to automatically abort execution and generate an ***IndexError***. Ex: For a list my_list containing 8 elements, the statement `my_list[10] = 42` produces output similar to:


```
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
IndexError: list assignment index out of range
```

Iterating through a list for various purposes is an extremely important programming skill to master.

zyDE 8.3.1: Iterating through a list example: Finding the sum of a list's elements.

Here is another example computing the sum of a list of integers. Note that the code is somewhat different than the code computing the max even value. For computing the sur program initializes a variable sum to 0, then simply adds the current iteration's list elemer value to that sum.

Run the program below and observe the output. Next, modify the program to calculate th following:

- Compute the average, as well as the sum. Hint: You don't actually have to change th loop, but rather change the printed value.
- Print each number that is greater than 21.

Load default template...

```
# User inputs string w/ numbers: '203 12 5 80
user_input = input('Enter numbers: ')

tokens = user_input.split()  # Split into sep

# Convert strings to integers
print()
nums = []
for pos, token in enumerate(tokens):
    nums.append(int(token))
    print('{}: {}'.format(pos, token))

sum = 0
for num in nums:
    sum += num

print('Sum:', sum)
```

203 12 5 800 -10

Run

The built-in ***enumerate()*** function iterates over a list and provides an iteration counter. The program above uses the enumerate() function, which results in the variables pos and token being assigned the current loop iteration element's index and value, respectively. Thus, the first iteration of the loop assigns pos to 0, and token to the first user number; the second iteration assigns pos to 1 and token to the second user number, and so on.

Built-in functions that iterate over lists

Iterating through a list to find or calculate certain values like the minimum/maximum or sum is so common that Python provides built-in functions as shortcuts. Instead of writing a for loop and tracking a maximum value, or adding a sum, a programmer can use a statement such as `max(my_list)` or `sum(my_list)` to quickly obtain the desired value.

Table 8.3.1: Built-in functions supporting list objects.

Function	Description	Example code	Example output
all(list)	True if every element in list is True (!= 0), or if the list is empty.	`print(all([1, 2, 3]))` `print(all([0, 1, 2]))`	`True` `False`
any(list)	True if any element in the list is True.	`print(any([0, 2]))` `print(any([0, 0]))`	`True` `False`
max(list)	Get the maximum element in the list.	`print(max([-3, 5, 25]))`	`25`
min(list)	Get the minimum element in the list.	`print(min([-3, 5, 25]))`	`-3`
sum(list)	Get the sum of all elements in the list.	`print(sum([-3, 5, 25]))`	`27`

zyDE 8.3.2: Using built-in functions with lists.

Complete the following program using functions from the table above to find some statis about basketball player Lebron James. The code below provides lists of various statistica categories for the years 2003-2013. Compute and print the following statistics:

- Total career points
- Average points per game
- Years of the highest and lowest scoring season

Use loops where appropriate.

Load default template... **Run**

```
1
2  #Lebron James: Statistics for 2003/2004 - 201
3  games_played = [79, 80, 79, 78, 75, 81, 76, 7
4  points = [1654, 2175, 2478, 2132, 2250, 2304,
5  assists = [460, 636, 814, 701, 771, 762, 773,
6  rebounds = [432, 588, 556, 526, 592, 613, 554
7
8  # Print total points
9
10 # Print Average PPG
11
12 # Print best scoring years (Ex: 2004/2005)
13
14 # Print worst scoring years (Ex: 2004/2005)
15
16
17
18
```

PARTICIPATION ACTIVITY 8.3.3: Lists and built-in functions.

Assume that my_list is [0, 5, 10, 15].

1) What value is returned by sum(my_list)?

Check **Show answer**

2) What value is returned by max(my_list)?

Check **Show answer**

3) What value is returned by any(my_list)?

Check **Show answer**

4) What value is returned by all(my_list)?

Check **Show answer**

5) What value is returned by min(my_list)?

Check Show answer

CHALLENGE ACTIVITY 8.3.1: Get user guesses.

Write a loop to populate the list user_guesses with a number of guesses. Each guess is an integer. Read integers using int(input()).

Sample output with inputs: 3 9 5 2

```
user_guesses: [9, 5, 2]
```



```
num_guesses = int(input())
user_guesses = []

''' Your solution goes here '''

print('user_guesses:', user_guesses)
```

Run

View solution *(Instructors only)*

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CHALLENGE ACTIVITY 8.3.2: Sum extra credit.

Assign sum_extra with the total extra credit received given list test_grades. Full credit is 100, so anything over 100 is extra credit. For the given program, sum_extra is 8 because 1 + 0 + 7 + 0 is 8.

Sample output for the given program with input: '101 83 107 90'

```
Sum extra: 8
```

Run

View solution *(Instructors only)*

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CHALLENGE ACTIVITY 8.3.3: Hourly temperature reporting.

Write a loop to print all elements in hourly_temperature. Separate elements with a -> surrounded by spaces.

Sample output for the given program with input: '90 92 94 95'

```
90 -> 92 -> 94 -> 95
```

Note: 95 is followed by a space, then a newline.

```
user_input = input()
hourly_temperature = user_input.split()

''' Your solution goes here '''

```

Run

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(*1) Actually, a for loop works on any iterable object. An iterable object is any object that can access each of its elements one at a time -- most sequences like lists, strings, and tuples are iterables. Thus, for loops are not specific to lists.

8.4 List games

The following activities can help one become comfortable with iterating through lists. Challenge yourself with these list games.

PARTICIPATION ACTIVITY 8.4.1: Find the maximum value in the list.

If a new maximum value is seen, then click 'Store value'. Try again to get your best time.

PARTICIPATION ACTIVITY 8.4.2: Negative value counting in list.

If a negative value is seen, then click 'Increment'. Try again to get your best time.

PARTICIPATION ACTIVITY 8.4.3: Manually sorting largest value.

Move the largest value to the right-most position of the list. If the larger of the two current values is on the left, then swap the values. Try again to get your best time.

8.5 List nesting

Since a list can contain any type of object as an element, and a list is itself an object, a list can contain another list as an element. Such embedding of a list inside another list is known as ***list nesting***.Ex: The code `my_list = [[5, 13], [50, 75, 100]]` creates a list with two elements that are each another list.

Figure 8.5.1: Multi-dimensional lists.

```
my_list = [[10, 20], [30, 40]]
print('First nested list:', my_list[0])
print('Second nested list:', my_list[1])
print('Element 0 of first nested list:', my_list[0][0])
```

```
First nested list: [10, 20]
Second nested list: [30, 40]
Element 0 of first nested list: 10
```

The program accesses elements of a nested list using syntax such as my_list[0][0].

PARTICIPATION ACTIVITY 8.5.1: List nesting.

Animation captions:

1. The nested lists can be accessed using a single access operation.
2. The elements of each nested list can be accessed using two indexing operations.

PARTICIPATION ACTIVITY 8.5.2: List nesting.

1) Given the list nums = [[10, 20, 30], [98, 99]], what does nums[0][0] evaluate to?

Check Show answer

2) Given the list nums = [[10, 20, 30], [98, 99]], what does nums[1][1] evaluate to?

Check Show answer

3) Given the list nums = [[10, 20, 30], [98, 99]], what does nums[0] evaluate to?

Check Show answer

4) Create a nested list nums whose only element is the list [21, 22, 23].

Check Show answer

A list is a single-dimensional sequence of items, like a series of times, data samples, daily temperatures, etc. List nesting allows for a programmer to also create a ***multi-dimensional data structure***, the simplest being a two-dimensional table, like a spreadsheet or tic-tac-toe board. The following code defines a two-dimensional table using nested lists:

Figure 8.5.2: Representing a tic-tac-toe board using nested lists.

```
tic_tac_toe = [
    ['X', 'O', 'X'],
    [' ', 'X', ' '],
    ['O', 'O', 'X']
]

print(tic_tac_toe[0][0], tic_tac_toe[0][1], tic_tac_toe[0][2])
print(tic_tac_toe[1][0], tic_tac_toe[1][1], tic_tac_toe[1][2])
print(tic_tac_toe[2][0], tic_tac_toe[2][1], tic_tac_toe[2][2])
```

```
X O X
  X
O O X
```

The example above creates a variable tic_tac_toe that represents a 2-dimensional table with 3 rows and 3 columns, for 3*3=9 total table entries. Each row in the table is a nested list. Table entries can be accessed by specifying the desired row and column: tic_tac_toe [1][1] accesses the middle square in row 1, column 1 (starting from 0), which has a value of 'X'. The following animation illustrates:

PARTICIPATION ACTIVITY 8.5.3: Two-dimensional list.

Animation captions:

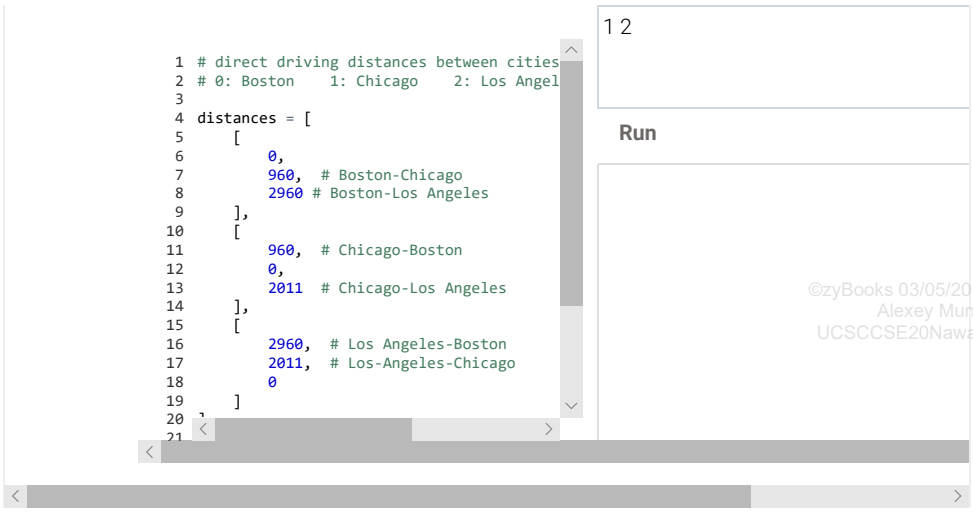
1. New list object contains other lists as elements.
2. Elements accessed by [row][column].

zyDE 8.5.1: Two-dimensional list example: Driving distance between cities.

The following example illustrates the use of a two-dimensional list in a distance between example.

Run the following program, entering the text '1 2' as input to find the distance between LA Chicago. Try other pairs. Next, try modifying the program by adding a new city, Anchorag is 3400, 3571, and 4551 miles from Los Angeles, Chicago, and Boston, respectively.

Note that the styling of the nested list in this example makes use of indentation to clearly indicate the elements of each list -- the spacing does not affect how the interpreter evalu the list contents.



The level of nested lists is arbitrary. A programmer might create a three-dimensional list structure as follows:

Figure 8.5.3: The level of nested lists is arbitrary.

```
nested_table = [
    [
        [10, 0, 55],
        [0, 4, 16]
    ],
    [
        [0, 0, 1],
        [1, 20, 2]
    ]
]
```

A number from the above three-dimensional list could be accessed using three indexing operations, as in `nested_table[1][1][1]`.

PARTICIPATION ACTIVITY 8.5.4: Multi-dimensional lists.

Assume the following list has been created

```
scores = [
    [75, 100, 82, 76],
    [85, 98, 89, 99],
    [75, 82, 85, 5]
]
```

1) Write an indexing expression that gets the element from scores whose value is 100.

Check Show answer

2) How many elements does scores contain? (The result of len(scores))

Check Show answer

As always with lists, a typical task is to iterate through the list elements. A programmer can access all of the elements of nested lists by using ***nested for loops***. The first for loop iterates through the elements of the outer list (rows of a

table), while the nested loop iterates through the inner list elements (columns of a table). The code below defines a 3x3 table and iterates through each of the table entries:

PARTICIPATION ACTIVITY 8.5.5: Iterating over multi-dimensional lists.

Animation content:

undefined

Animation captions:

1. Each iteration row is assigned the next list element from currency. Each item in a row is printed in the inner loop.

The outer loop assigns one of the list elements to the variable row. The inner loop then iterates over the elements in that list. Ex: On the first iteration of the outer loop row is [1, 5, 10]. The inner loop then assigns cell 1 on the first iteration, 5 on the second iteration, and 10 on the last iteration.

Combining nested for loops with the enumerate() function gives easy access to the current row and column:

Figure 8.5.4: Iterating through multi-dimensional lists using enumerate().

```
currency = [
   [1, 5, 10 ],  # US Dollars
   [0.75, 3.77, 7.53],  #Euros
   [0.65, 3.25, 6.50]  # British pounds
]
for row_index, row in enumerate(currency):
   for column_index, item in enumerate(row):
       print('currency[{}][{}] is {:.2f}'.format(row_index,
column_index, item))
```

```
currency[0][0] is
1.00
currency[0][1] is
5.00
currency[0][2] is
10.00
currency[1][0] is
0.75
currency[1][1] is
3.77
currency[1][2] is
7.53
currency[2][0] is
0.65
currency[2][1] is
3.25
currency[2][2] is
6.50
```

PARTICIPATION ACTIVITY 8.5.6: Find the error.

The desired output and actual output of each program is given. Find the error in each program.

1) Desired output:

```
0 2 4 6
0 3 6 9 12
```

Actual output:

```
[0, 2, 4, 6] [0, 3, 6, 9, 12]
[0, 2, 4, 6] [0, 3, 6, 9, 12]
```

```
nums = [
   [0, 2, 4, 6],
   [0, 3, 6, 9, 12]
]

for n1 in nums :
   for n2 in nums :
      print(n2, end=' ')
   print()
```


2) Desired output:

```
X wins!
```

Actual output:

```
Cat's game!
```

```
tictactoe = [
   ['X', 'O', 'O'],
   ['O', 'O', 'X'],
   ['X', 'X', 'X']
]

# Check for 3 Xs in one row
# (Doesn't check columns or diagonals)
for row in tictactoe :
   num_X_in_row = 0
   for square in row :
      if square == 'X' :
         num_X_in_row += 1
   if num_X_in_row == square :
      print('X wins!')
      break
else:
   print("Cat's game!")
```


CHALLENGE ACTIVITY 8.5.1: Print multiplication table.

Print the two-dimensional list mult_table by row and column. Hint: Use nested loops.

Sample output with input: '1 2 3,2 4 6,3 6 9':

```
1 | 2 | 3
2 | 4 | 6
3 | 6 | 9
```

```
1 user_input= input()
2 lines = user_input.split(',')
3
4 # This line uses a construct called a list comprehension, introduced elsewhere,
5 # to convert the input string into a two-dimensional list.
6 # Ex: 1 2, 2 4 is converted to [ [1, 2], [2, 4] ]
7
8 mult_table = [[int(num) for num in line.split()] for line in lines]
9
10 ''' Your solution goes here '''
11
```

Run

View solution *(Instructors only)*

Download student submissions

8.6 List slicing

A programmer can use ***slice notation*** to read multiple elements from a list, creating a new list that contains only the desired elements. The programmer indicates the start and end positions of a range of elements to retrieve, as in

`my_list[0:2]`. The 0 is the position of the first element to read, and the 2 indicates last element. Every element between 0 and 2 from my_list will be in the new list. The end position, 2 in this case, is *not* included in the resulting list.

Figure 8.6.1: List slice notation.

```
boston_bruins = ['Tyler', 'Zdeno', 'Patrice']
print('Elements 0 and 1:', boston_bruins[0:2])
print('Elements 1 and 2:', boston_bruins[1:3])
```

```
Elements 0 and 1: ['Tyler', 'Zdeno']
Elements 1 and 2: ['Zdeno', 'Patrice']
```


The slice `boston_bruins[0:2]` produces a new list containing the elements in positions 0 and 1: ['Tyler', 'Zdeno']. The end position is *not* included in the produced list – to include the final element of a list in a slice, specify an end position past the end of the list. Ex: `boston_bruins[1:3]` produces the list ['Zdeno', 'Patrice'].

PARTICIPATION ACTIVITY 8.6.1: List slicing.

Animation captions:

1. The list object is created.
2. The list is sliced from 0 to 3, and then printed out.
3. The list is sliced from 1 up to 2.

Negative indices can also be used to count backwards from the end of the list.

Figure 8.6.2: List slicing: Using negative indices.

```
election_years = [1992, 1996, 2000, 2004, 2008]
print(election_years[0:-1])  # Every year except the last
print(election_years[0:-3])  # Every year except the last three
print(election_years[-3:-1])  # The third and second to last years
```

```
[1992, 1996, 2000, 2004]
[1992, 1996]
[2000, 2004]
```

A position of -1 refers to the last element of the list, thus election_years[0:-1] creates a slice containing all but the last election year. Such usage of negative indices is especially useful when the length of a list is not known, and is simpler than the equivalent expression election_years[0:len(election_years)-1].

PARTICIPATION ACTIVITY 8.6.2: List slicing.

Assume that the following code has been evaluated:

```
nums = [1, 1, 2, 3, 5, 8, 13]
```

1) What is the result of nums[1:5]?

Check Show answer

2) What is the result of nums[5:10]?

Check Show answer

3) What is the result of nums [3:-1]?

Check Show answer

An optional component of slice notation is the ***stride***, which indicates how many elements are skipped between extracted items in the source list. Ex: The expression my_list[0:5:2] has a stride of 2, thus skipping every other element, and resulting in a slice that contains the elements in positions 0, 2, and 4. The default stride value is 1 (the expressions my_list[0:5:1] and my_list[0:5] being equivalent).

If the reader has studied string slicing, then list slicing should be familiar. In fact, slicing has the same semantics for most sequence type objects.

PARTICIPATION ACTIVITY 8.6.3: List slicing.

Given the following code:

```
nums = [0, 25, 50, 75, 100]
```

1) The result of evaluating nums[0:5:2] is [25, 75].
   - ○ True
   - ○ False

2) The result of evaluating nums[0:-1:3] is [0, 75].
   - ○ True
   - ○ False

A table of common list slicing operations are given below. Note that omission of the start or end positions, such as my_list[:2] or my_list[4:], has the same meaning as in string slicing. my_list[:2] includes every element up to position 2. my_list[4:] includes every element following position 4 (including the element at position 4).

Table 8.6.1: Some common list slicing operations.

Operation	Description	Example code	Example output
my_list[start:end]	Get a list from start to end (minus 1).	`my_list = [5, 10, 20]` `print(my_list[0:2])`	`[5, 10]`
my_list[start:end:stride]	Get a list of every stride element from start to end (minus 1).	`my_list = [5, 10, 20, 40, 80]` `print(my_list[0:5:3])`	`[5, 40]`
my_list[start:]	Get a list from start to end of the list.	`my_list = [5, 10, 20, 40, 80]` `print(my_list[2:])`	`[20, 40, 80]`
my_list[:end]	Get a list from beginning of list to end (minus 1).	`my_list = [5, 10, 20, 40, 80]` `print(my_list[:4])`	`[5, 10, 20, 40]`
my_list[:]	Get a copy of the list.	`my_list = [5, 10, 20, 40, 80]` `print(my_list[:])`	`[5, 10, 20, 40, 80]`

The interpreter handles incorrect or invalid start and end positions in slice notation gracefully. An end position that exceeds the length of the list is treated as the end of the list. If the end position is less than the start position, an empty list is produced.

PARTICIPATION ACTIVITY 8.6.4: Match the expressions to the list.

Match the expression on the left to the resulting list on the right. Assume that my_list is the following Fibonacci sequence:

```
my_list = [1, 1, 2, 3, 5, 8, 13, 21, 34]
```


my_list[:20] **my_list[3:1]** **my_list[2:5]** **my_list[4:]** **my_list[3:6]**

my_list[len(my_list)//2:(len(my_list)//2) + 1]

[5, 8, 13, 21, 34]

[]

[1, 1, 2, 3, 5, 8, 13, 21, 34]

[5]

[2, 3, 5]

[3, 5, 8]

Reset

8.7 Loops modifying lists

Sometimes a program iterates over a list while modifying the elements.

Sometimes a program modifies the list while iterating over the list, such as by changing some elements' values, or by moving elements' positions.

Changing elements' values

The below example of changing element's values combines the len() and range() functions to iterate over a list and increment each element of the list by 5.

Figure 8.7.1: Modifying a list during iteration example.


```
my_list = [3.2, 5.0, 16.5, 12.25]

for i in range(len(my_list)):
    my_list[ i ] += 5
```

The figure below shows two programs that each attempt to convert any negative numbers in a list to 0. The program on the right is incorrect, demonstrating a common logic error.

Figure 8.7.2: Modifying a list during iteration example: Converting negative values to 0.

Correct way to modify the list.

```
user_input = input('Enter numbers:
')

tokens = user_input.split()

# Convert strings to integers
nums = []
for token in tokens:
    nums.append(int(token))

# Print each position and number
print()
for pos, val in enumerate(nums):
    print('{}: {}'.format(pos,
val))

# Change negative values to 0
for pos in range(len(nums)):
    if nums[pos] < 0:
        nums[pos] = 0

# Print new numbers
print('New numbers: ')
for num in nums:
    print(num, end=' ')
```

```
Enter numbers:5 67 -5 -4 5 6 6 4
0: 5
1: 67
2: -5
3: -4
4: 5
5: 6
6: 6
7: 4
New numbers:
5 67 0 0 5 6 6 4
```

Incorrect way: list not modified.

```
user_input = input('Enter numbers:')

tokens = user_input.split()

# Convert strings to integers
nums = []
for token in tokens:
    nums.append(int(token))

# Print each position and number
print()
for pos, val in enumerate(nums):
    print('{}: {}'.format(pos, val))

# Change negative values to 0
for num in nums:
    if num < 0:
        num = 0  # Logic error: temp variable num
set to 0

# Print new numbers
print('New numbers: ')
for num in nums:
    print(num, end=' ')
```

```
Enter numbers:5 67 -5 -4 5 6 6 4
0: 5
1: 67
2: -5
3: -4
4: 5
5: 6
6: 6
7: 4
New numbers:
5 67 -5 -4 5 6 6 4
```


The program on the right illustrates a common logic error. A common error when modifying a list during iteration is to update the loop variable instead of the list object. The statement `num = 0` simply binds the name num to the integer literal value 0. The reference in the list is never changed.

In contrast, the program on the left correctly uses an index operation `nums[pos] = 0` to modify to 0 the reference held by the list in position pos. The below activities demonstrate further; note that only the second program changes the list's values.

PARTICIPATION ACTIVITY 8.7.1: Incorrect list modification example.

PARTICIPATION ACTIVITY 8.7.2: Corrected list modification example.

PARTICIPATION ACTIVITY 8.7.3: List modification.

Consider the following program:

```
nums = [10, 20, 30, 40, 50]

for pos, value in enumerate(nums):
    tmp = value / 2
    if (tmp % 2) == 0:
        nums[pos] = tmp
```

1) What's the final value of nums[1]?

Check Show answer

Changing list size

A common error is to add or remove a list element while iterating over that list. Such list modification can lead to unexpected behavior if the programmer is not careful. Ex: Consider the following program that reads in two sets of numbers and attempts to find numbers in the first set that are not in the second set.

Figure 8.7.3: Modifying lists while iterating: Incorrect program.

```
nums1 = []
nums2 = []

user_input = input('Enter first set of numbers: ')
tokens = user_input.split()  # Split into separate
strings

# Convert strings to integers
for pos, val in enumerate(tokens):
    nums1.append(int(val))
    print('{}: {}'.format(pos, val))

user_input = input('Enter second set of numbers:')
tokens = user_input.split()

# Convert strings to integers
print()
for pos, val in enumerate(tokens):
    nums2.append(int(val))
    print('{}: {}'.format(pos, val))

# Remove elements from nums1 if also in nums2
print()
for val in nums1:
    if val in nums2:
        print('Deleting {}'.format(val))
        nums1.remove(val)

# Print new numbers
print('\nNumbers only in first set:', end=' ')
for num in nums1:
    print(num, end=' ')
```

```
   Enter first set of numbers:5 10
15 20
0: 5
1: 10
2: 15
3: 20
Enter second set of numbers:15 20 25
30
0: 15
1: 20
2: 25
3: 30

Deleting 15

Numbers only in first set: 5 10 20
```

The above example iterates over the list nums1, deleting an element from the list if the element is also found in the list nums2. The programmer expected a certain result, namely that after removing an element from the list, the next iteration of the loop would reference the next element as normal. However, removing the element shifts the position of each following element in the list to the left by one. In the example above, removing 15 from nums1 shifts the value 20 left into position 2. The loop, having just iterated over position 2 and removing 15, moves to the next position and finds the end of the list, thus never evaluating the final value 20.

The problem illustrated by the example above has a simple fix: Iterate over a copy of the list instead of the actual list being modified. Copying the list allows a programmer to modify, swap, add, or delete elements without affecting the loop iterations. The easiest way to copy the iterating list is to use slice notation inside of the loop expression, as in:

Figure 8.7.4: Copy a list using [:].

```
for item in my_list[:]:
    # Loop statements.
```

PARTICIPATION ACTIVITY 8.7.4: List modification.

Animation captions:

1. The loop, having just iterated over position 1 and removing 10, moves to the next position and finds the end of the list, thus never evaluating the final value 15.
2. The problem illustrated by the example above can be fixed by iterating over a copy of the list instead of the actual list being modified.

zyDE 8.7.1: Modify the above program to work correctly.

Modify the program (copied from above) using slice notation to iterate over a copy of the

Load default template...

Pre-enter any input for program, then p
run.

Run

```
1
2  nums1 = []
3  nums2 = []
4
5  user_input = input('Enter first set of numb
6  tokens = user_input.split()  # Split into
7
8  # Convert strings to integers
9  for pos, val in enumerate(tokens):
10     nums1.append(int(val))
11     print('{}: {}'.format(pos, val))
12
13 user_input = input('Enter second set of nu
14 tokens = user_input.split()
15
16 # Convert strings to integers
17 print()
18 for pos, val in enumerate(tokens):
19     nums2.append(int(val))
20     print('{}: {}'.format(pos, val))
21
```

PARTICIPATION ACTIVITY 8.7.5: Modifying a list while iterating.

1) Iterating over a list and deleting elements from the original list might cause a logic program error.
   - ○ True
   - ○ False

2) A programmer can iterate over a copy of a list to safely make changes to that list.
   - ○ True
   - ○ False

8.8 List comprehensions

A programmer commonly wants to modify every element of a list in the same way, such as adding 10 to every element. The Python language provides a convenient construct, known as ***list comprehension***, that iterates over a list, modifies each element, and returns a new list consisting of the modified elements.

A list comprehension construct has the following form:

Construct 8.8.1: List comprehension.

```
new_list = [expression for name in iterable]
```


A list comprehension has three components:

1. An *expression component* to evaluate for each element in the iterable object.
2. A *loop variable component* to bind to the current iteration element.
3. An *iterable object component* to iterate over (list, string, tuple, enumerate, etc).

A list comprehension is always surrounded by brackets, which is a helpful reminder that the comprehension builds and returns a new list object. The loop variable and iterable object components make up a normal for loop expression. The for loop iterates through the iterable object as normal, and the expression operates on the loop variable in each iteration. The result is a new list containing the values modified by the expression. The below program demonstrates a simple list comprehension that increments each value in a list by 5.

Figure 8.8.1: List comprehension example: A first look.

```
my_list = [10, 20, 30]
list_plus_5 = [(i + 5) for i in my_list]

print('New list contains:', list_plus_5)
```

```
New list contains: [15, 25, 35]
```

The following animation illustrates:

PARTICIPATION ACTIVITY 8.8.1: List comprehension.

Animation captions:

1. My list is created and holds integer values.
2. Loop variable i set to each element of my_list.

Programmers commonly prefer using a list comprehension rather than a for loop in many situations. Such preference is due to less code and due to more-efficient execution by the interpreter. The table below shows various for loops and equivalent list comprehensions.

Table 8.8.1: List comprehensions can replace some for loops.

Num	Description	For loop	Equivalent list comprehension	Output of both programs

1	Add 10 to every element.	`my_list = [5, 20, 50]`
		`for i in range(len(my_list)):`
		`  my_list[ i ] += 10`
		`print(my_list)`
			`my_list = [5, 20, 50]`
			`my_list = [(i+10) for i in my_list]`
			`print(my_list)`
				`[15, 30, 60]`

2				`['5', '20', '50']`

	Convert every element to a string.	`my_list = [5, 20, 50]`
		`for i in range(len(my_list)):`
		`  my_list[ i ] = str(my_list[ i ])`
		`print(my_list)`
			`my_list = [5, 20, 50]`
			`my_list = [str(i) for i in my_list]`
			`print(my_list)`	

3	Convert user input into a list of integers.	`inp = input('Enter numbers:')`
		`my_list = []`
		`for i in inp.split():`
		`  my_list.append(int(i))`
		`print(my_list)`
			`inp = input('Enter numbers:')`
			`my_list = [int(i) for i in inp.split()]`
			`print(my_list)`
				`Enter numbers: 7 9 3`
				`[7, 9, 3]`

4	Find the sum of each row in a two-dimensional list.	`my_list = [[5, 10, 15], [2, 3, 16], [100]]`
		`sum_list = []`
		`for row in my_list:`
		`  sum_list.append(sum(row))`
		`print(sum_list)`
			`my_list = [[5, 10, 15], [2, 3, 16], [100]]`
			`sum_list = [sum(row) for row in my_list]`
			`print(sum_list)`
				`[30, 21, 100]`

5	Find the sum of the row with the smallest sum in a two-dimensional table.	`my_list = [[5, 10, 15], [2, 3, 16], [100]]`
		`sum_list = []`
		`for row in my_list:`
		`  sum_list.append(sum(row))`
		`min_row = min(sum_list)`
		`print(min_row)`
			`my_list = [[5, 10, 15], [2, 3, 16], [100]]`
			`min_row = min([sum(row) for row in my_list])`
			`print(min_row)`
				`21`

Note that list comprehension is not an exact replacement of for loops, because list comprehensions create a *new* list object, whereas the typical for loop is able to modify an existing list.

The third row of the table above has an expression in place of the iterable object component of the list comprehension, `inp.split()`. That expression is evaluated first, and the list comprehension will loop over the list returned by split().

The last example from above is interesting because the list comprehension is wrapped by the built-in function min(). List comprehension builds a new list when evaluated, so using the new list as an argument to min() is allowed – conceptually the interpreter is just evaluating the more familiar code: min([30, 21, 100]).

PARTICIPATION ACTIVITY 8.8.2: List comprehension examples.

1) What's the output of the list comprehension program in row 1 in the table above if my_list is [-5, -4, -3]?

Check **Show answer**

2) Alter the list comprehension from row 2 in the table above to convert each number to a float instead of a string.

```
my_list = [5, 20, 50]
my_list = [
          for i in
my_list]
print(my_list)
```

Check **Show answer**

3) What's the output of the list comprehension program from row 3 in the table above if the user enters "4 6 100"?

Check Show answer

4) What's the output of the list comprehension program in row 4 of the table above if my_list is [[5, 10], [1]]?

Check Show answer

5) Alter the list comprehension from row 5 in the table above to calculate the sum of every number contained by my_list.

```
my_list = [[5, 10, 15], [2, 3,
16], [100]]
sum_list  =
```

```
([sum(row) for row in my_list])
print(sum_list)
```

Check Show answer

PARTICIPATION ACTIVITY 8.8.3: Building list comprehensions.

Write a list comprehension that contains elements with the desired values. Use the name 'i' as the loop variable.

1) Twice the value of each element in the list variable x.

Check Show answer

2) The absolute value of each element in x. Use the abs() function to find the absolute value of a number.

Check Show answer

3) The largest square root of any element in x. Use math.sqrt() to calculate the square root.

Check Show answer

Conditional list comprehensions

A list comprehension can be extended with an optional conditional clause that filters out elements from the resulting list.

Construct 8.8.2: Conditional list comprehensions.

```
new_list = [expression for name in iterable if condition]
```


Using the above syntax will only add an element to the resulting list if the condition evaluates to True. The following program demonstrates a condition that filters out odd numbers.

Figure 8.8.2: Conditional list comprehension example: Filter out odd numbers.

```
# Get a list of integers from the user
numbers = [int(i) for i in input('Enter numbers:').split()]

#Filter out odd numbers
even_numbers = [i for i in numbers if (i % 2) == 0]
print('Even numbers only:', even_numbers)
```

```
Enter numbers: 5 52 16 7 25
Even numbers only: [52, 16]
...
Enter numbers: 8 12 -14 9 0
Even numbers only: [8, 12, -14, 0]
```

PARTICIPATION ACTIVITY 8.8.4: Building list comprehensions with conditions.

Write a list comprehension that contains elements with the desired values. Use the name 'i' as the loop variable. Use parentheses around the expression or condition as necessary.

1) Only negative values from the list x

```
numbers =
```

Check Show answer

2) Only negative odd values from the list x

```
numbers =
```

Check Show answer

8.9 Sorting lists

One of the most useful list methods is ***sort()***, which performs an in-place rearranging of the list elements, sorting the elements from lowest to highest. The normal relational equality rules are followed: numbers compare their values, strings compare ASCII/Unicode encoded values, lists compare element-by-element, etc. The following animation illustrates.

PARTICIPATION ACTIVITY 8.9.1: Sorting a list using list.sort().

Animation captions:

1. The list my_list is created and holds integer values.
2. The list is sorted in-place.

The sort() method performs element-by-element comparison to determine the final ordering. Numeric type elements like int and float have their values directly compared to determine relative ordering, i.e., 5 is less than 10.

The below program illustrates the basic usage of the list.sort() method, reading book titles into a list and sorting the list alphabetically.

Figure 8.9.1: list.sort() method example: Alphabetically sorting book titles.

```
books = []
prompt = 'Enter new book: '
user_input = input(prompt).strip()

while (user_input.lower() != 'exit'):
    books.append(user_input)
    user_input = input(prompt).strip()

books.sort()

print('\nAlphabetical order:')
for book in books:
    print(book)
```

```
Enter new book: Pride, Prejudice, and Zombies
Enter new book: Programming in Python
Enter new book: Hackers and Painters
Enter new book: World War Z
Enter new book: exit

Alphabetical order:
Hackers and Painters
Pride, Prejudice, and Zombies
Programming in Python
World War Z
```

The sort() method performs in-place modification of a list. Following execution of the statement my_list.sort(), the contents of my_list are rearranged. The ***sorted()*** built-in function provides the same sorting functionality as the list.sort() method, however, sorted() creates and returns a new list instead of modifying an existing list.

Figure 8.9.2: Using sorted() to create a new sorted list from an existing list without modifying the existing list.

```
numbers = [int(i) for i in input('Enter numbers:
').split()]

sorted_numbers = sorted(numbers)

print('\nOriginal numbers:', numbers)
print('Sorted numbers:', sorted_numbers)
```

```
Enter numbers: -5 5 -100 23 4 5
Original numbers: [-5, 5, -100, 23,
4, 5]
Sorted numbers: [-100, -5, 4, 5, 5,
23]
```

PARTICIPATION ACTIVITY 8.9.2: list.sort() and sorted().

1) The sort() method modifies a list in-place.
   - ○ True
   - ○ False

2) The output of the following is [13, 7, 5]:

```
primes = [5, 13, 7]
primes.sort()
print(primes)
```

   - ○ True
   - ○ False

3) The output of `print(sorted([-5, 5, 2]))` is [2, -5, 5].

True

○ False

Both the list.sort() method and the built-in sorted() function have an optional ***key*** argument. The key specifies a function to be applied to each element prior to being compared. Examples of key functions are the string methods str.lower, str.upper, or str.capitalize.

Consider the following example, in which a roster of names is sorted alphabetically. If a name is mistakenly uncapitalized, then the sort algorithm places the name at the end of the list, because lower-case letters have a larger encoded value than upper-case letters. Ex: 'a' maps to the ASCII decimal value of 97 and 'A' maps to 65. Specifying the key function as str.lower (note the absence of parentheses) automatically converts the elements to lower-case before comparison, thus placing the lower-case name at the appropriate position in the sorted list.

Figure 8.9.3: Using the key argument.

```
names = []
prompt = 'Enter name: '

user_input = input(prompt)

while user_input != 'exit':
    names.append(user_input)
    user_input = input(prompt)

no_key_sort = sorted(names)
key_sort = sorted(names, key=str.lower)

print('Sorting without key:', no_key_sort)
print('Sorting with key: ', key_sort)
```

```
Enter name: Serena Williams
Enter name: Vanessa Williams
Enter name: rafael Nadal
Enter name: john McEnroe
Enter name: exit
Sorting without key: ['Serena Williams', 'Vanessa Williams', 'john McEnroe', 'rafael Nadal']
Sorting with key:  ['john McEnroe', 'rafael Nadal', 'Serena Williams', 'Vanessa Williams']
```

The key argument can be assigned any function, not just string methods like str.upper and str.lower. Ex: A programmer might want to sort a two-dimensional list by the max of the rows, which can be accomplished by assigning key to the built-in function max, as in: sorted(x, key=max).

Figure 8.9.4: The key argument to list.sort() or sorted() can be assigned any function.

```
my_list = [[25], [15, 25, 35], [10, 15]]

sorted_list = sorted(my_list, key=max)

print('Sorted list:', sorted_list)
```

```
Sorted list: [[10, 15], [25], [15, 25, 35]]
```


Sorting also supports the ***reverse*** argument. The reverse argument can be set to a Boolean value, either True or False. Setting reverse=True flips the sorting from lower-to-highest to highest-to-lowest. Thus, the statement `sorted([15, 20, 25], reverse=True)` produces a list with the elements [25, 20, 15].

PARTICIPATION ACTIVITY 8.9.3: Sorting.

Provide an expression using x.sort that sorts the list x accordingly.

1)

Sort the elements of x such that the greatest element is in position 0.

Check Show answer

2) Arrange the elements of x from lowest to highest, comparing the upper-case variant of each element in the list.

Check Show answer

8.10 Command-line arguments

Command-line arguments are values entered by a user when running a program from a command line. A command line exists in some program execution environments, wherein a user can run a program by typing at a command prompt. Ex: To run a Python program named "myprog.py" with an argument specifying the location of a file named "myfile1.txt", the user would enter the following at the command prompt:

```
> python myprog.py myfile1.txt
```

The contents of this command line are automatically stored in the list ***sys.argv***, which is stored in the standard library sys module. sys.argv consists of one string element for each argument typed on the command line.

When executing a program, the interpreter parses the entire command line to find all sequences of characters separated by whitespace, storing each as a string within list variable argv. As the entire command line is passed to the program, the name of the program executable is always added as the first element of the list. Ex: For a command line of `python myprog.py myfile1.txt`, argv has the contents ['myprog.py', 'myfile1.txt'].

The following animation further illustrates.

PARTICIPATION ACTIVITY 8.10.1: Command-line arguments.

Animation captions:

1. Whitespace separates arguments.
2. User text is stored in sys.argv list.

The following program illustrates simple use of command-line arguments, where the program name is myprog, and two additional arguments should be passed to the program.

Figure 8.10.1: Simple use of command line arguments.

```
import sys

name = sys.argv[1]
age = int(sys.argv[2])

print('Hello {}. '.format(name))
print('{} is a great age.\n'.format(age))
```

```
> python myprog.py Tricia 12
Hello Tricia.
12 is a great age.

> python myprog.py Aisha 30
Hello Aisha
30 is a great age.

> python myprog.py Franco
Traceback (most recent call last):
  File "myprog.py", line 4, in <module>
    age = sys.argv[2]
IndexError: list index out of range
```

While a program may expect the user to enter certain command-line arguments, there is no guarantee that the user will do so. A common error is to access elements within argv without first checking the length of argv to ensure that the user entered enough arguments, resulting in an IndexError being generated. In the last example above, the user did not enter the age argument, resulting in an IndexError when accessing argv. Conversely, if a user entered too many arguments, extra arguments will be ignored. Above, if the user typed `python myprog.py Alan 70 pizza`, "pizza" will be stored in argv[3] but will never be used by the program.

Thus, when a program uses command-line arguments, a good practice is to always check the length of argv at the beginning of the program to ensure that the user entered the correct number of arguments. The following program uses the statement `if len(sys.argv) != 3` to check for the correct number of arguments, the three arguments being the program, name, and age. If the number of arguments is incorrect, the program prints an error message, referred to as a ***usage message***, that provides the user with an example of the correct command-line argument format. A good practice is to always output a usage message when the user enters incorrect command-line arguments.

Figure 8.10.2: Checking for proper number of command-line arguments.

```
import sys

if len(sys.argv) != 3:
    print('Usage: python myprog.py name age\n')
    sys.exit(1)  # Exit the program, indicating an error with 1.

name = sys.argv[1]
age = int(sys.argv[2])

print('Hello {}. '.format(name))
print('{} is a great age.\n'.format(age))
```

```
> python myprog.exe Tricia 12
Hello Tricia. 12 is a great age.

> python myprog.py Franco
Usage: python myprog.py name age

> python myprog.py Alan 70 pizza
Usage: python myprog.py name age
```

Note that all command-line arguments in argv are strings. If an argument represents a different type like a number, then the argument needs to be converted using one of the built-in functions such as int() or float().

A single command-line argument may need to include a space. Ex: A person's name might be "Mary Jane". Recall that whitespace characters are used to separate the character typed on the command line into the arguments for the program. If the user provided a command line of `python myprog.py Mary Jane 65`, the command-line arguments would consist of four arguments: "myprog.py", "Mary", "Jane", and "65". When a single argument needs to contain a space, the user can enclose the argument within quotes "" on the command line, such as the following, which will result in only 3 command-line arguments, where sys.argv has the contents ['myprog.py', 'Mary Jane', '65'].

```
> python myprog.py "Mary Jane" 65
```

PARTICIPATION ACTIVITY 8.10.2: Command-line arguments.

1) What is the value of sys.argv[1] given the following command-line input (include quotes in your answer): `python prog.py Tricia Miller 26`

Check Show answer

2) What is the value of sys.argv[1] given the following command-line input (include quotes in your answer): `python prog.py 'Tricia Miller' 26`

Check Show answer

Exploring further:

Command-line arguments can become quite complicated for large programs with many options. There are entire modules of the standard library dedicated to aiding a programmer develop sophisticated argument parsing strategies. The reader is encouraged to explore modules such as argparse and getopt.

- argparse: Parser for command-line options, arguments, and sub-commands
- getopt: C-style parser for command-line options

8.11 Additional practice: Engineering examples

The following is a sample programming lab activity; not all classes using a zyBook require students to fully complete this activity. No auto-checking is performed. Users planning to fully complete this program may consider first developing their code in a separate programming environment.

A list can be useful in solving various engineering problems. One problem is computing the voltage drop across a series of resistors. If the total voltage across the resistors is V, then the current through the resistors will be I = V/R, where R is the sum of the resistances. The voltage drop Vx across resistor x is then Vx = I · Rx.

zyDE 8.11.1: Calculate voltage drops across series of resistors.

The following program uses a list to store a user-entered set of resistance values and computes I.

Modify the program to compute the voltage drop across each resistor, store each in anot list voltage_drop, and finally print the results in the following format:

```
5 resistors are in series.
This program calculates the voltage drop across each resistor.
Input voltage applied to circuit: 12.0
Input ohms of 5 resistors
1) 3.3
2) 1.5
3) 2.0
4) 4.0
5) 2.2
Voltage drop per resistor is
1) 3.0 V
2) 1.4 V
3) 1.8 V
4) 3.7 V
5) 2.0 V
```

Load default template...

```
num_resistors = 5
resistors = []
voltage_drop = []

print( '%d resistors are in series.' % num_resistors)
print('This program calculates the'),
print('voltage drop across each resistor.')

input_voltage = float(input('Input voltage applied to circuit: '))
print (input_voltage)

print('Input ohms of {} resistors'.format(num_resistors))
for i in range(num_resistors):
    res = float(input('{})'.format(i + 1)))
    print(res)
    resistors.append(res)

#  Calculate current
current = input_voltage / sum(resistors)

# Calculate voltage drop over each resistor
```



```
12
3.3
1.5
```

Run

Engineering problems commonly involve matrix representation and manipulation. A matrix can be captured using a two-dimensional list. Then matrix operations can be defined on such lists.

zyDE 8.11.2: Matrix multiplication of 4x2 and 2x3 matrices.

The following illustrates matrix multiplication for 4x2 and 2x3 matrices captured as two-dimensional lists.

Run the program below. Try changing the size and value of the matrices and computing r values.

Load default templat

```
m1_rows = 4
m1_cols = 2
m2_rows = m1_cols  # Must have same value
m2_cols = 3

m1 = [
    [3, 4],
    [2, 3],
    [1, 2],
    [0, 2]
]

m2 = [
    [5, 4, 4],
    [0, 2, 3]
]

m3 = [
    [0, 0, 0],
    [0, 0, 0],
    [0, 0, 0],
```

Run

8.12 Dictionaries

A dictionary is another type of container object that is different from sequences like strings, tuples, and lists. Dictionaries contain references to objects as key-value pairs – each key in the dictionary is associated with a value, much like each word in an English language dictionary is associated with a definition. Unlike sequences, the elements of a dictionary do not have a relative ordering of positions. The ***dict*** type implements a dictionary in Python.

PARTICIPATION ACTIVITY 8.12.1: Dictionaries.

Animation captions:

1. An English dictionary associates words with definitions.
2. A Python dictionary associates keys with values.

There are several approaches to create a dict:

- The first approach wraps braces { } around key-value pairs of literals and/or variables: `{'Jose': 'A+', 'Gino': 'C-'}` creates a dictionary with two keys 'Jose' and 'Gino' that are associated with the grades 'A+' and 'C-', respectively.
- The second approach uses ***dictionary comprehension***, which evaluates a loop to create a new dictionary, similar to how list comprehension creates a new list. Dictionary comprehension is out of scope for this material.
- Other approaches use the ***dict()*** built-in function, using either keyword arguments to specify the key-value pairs or by specifying a list of tuple-pairs. The following creates equivalent dictionaries:
  - dict(Bobby='805-555-2232', Johnny='951-555-0055')
  - dict([('Bobby', '805-555-2232'), ('Johnny', '951-555-0055')])

In practice, a programmer first creates a dictionary and then adds entries, perhaps by reading user-input or text from a file. Dictionaries are mutable, thus entries can be added, modified, or removed in-place. The table below shows some common dict operations.

Table 8.12.1: Common dict operations.

Operation	Description	Example code
my_dict[key]	Indexing operation – retrieves the value associated with key.	`jose_grade = my_dict['Jose']`
my_dict[key] = value	Adds an entry if the entry does not exist, else modifies the existing entry.	`my_dict['Jose'] = 'B+'`
del my_dict[key]	Deletes the key entry from a dict.	`del my_dict['Jose']`
key in my_dict	Tests for existence of key in my_dict.	`if 'Jose' in my_dict: # ...`

Dictionaries can contain objects of arbitrary type, even other containers such as lists and nested dictionaries. Ex: `my_dict['Jason'] = ['B+', 'A-']` creates an entry in my dict whose value is a list containing the grades of the student 'Jason'.

zyDE 8.12.1: Dictionary example: Gradebook.

Complete the program that implements a gradebook. The student_grades dict should co
of entries whose keys are student names, and whose values are lists of student scores.

Load default template...

```
1
2  student_grades = {}  # Create an empty dic
3  grade_prompt = "Enter name and grade (Ex.
4  menu_prompt = ("1. Add/modify student grad
5                 "2. Delete student grade\n
6                 "3. Print student grades\n
7                 "4. Quit\n")
8
9  while True:  # Exit when user enters no in
10     command = input(menu_prompt).lower().s
11     if command == '1':
12         name, grade = input(grade_prompt).
13         # ...
14     elif command == '2':
15         # ...
16     elif command == '3':
17         # ...
18     elif command == '4':
19         break
20     else:
21         print('Unrecognized command.')
```

Pre-enter any input for program, then p
run.

Run

PARTICIPATION ACTIVITY 8.12.2: Dictionaries.

1) Dictionary entries can be modified in-place – a new dictionary does not need to be created every time an element is added, changed, or removed.

   - ○ True
   - ○ False

2) The variable my_dict created with the following code contains two keys, 'Bob' and 'A+'.

```
my_dict = dict(name='Bob', grade='A+')
```

   - ○ True
   - ○ False

CHALLENGE ACTIVITY 8.12.1: Delete from dictionary.

Delete Prussia from country_capital.

Sample output with input: 'Spain:Madrid,Togo:Lome,Prussia: Konigsberg'

```
Prussia deleted? Yes.
Spain deleted? No.
Togo deleted? No.
```

```
user_input = input()
entries = user_input.split(',')
country_capital = dict(pair.split(':') for pair in entries)
# country_capital is now a dictionary, Ex. { 'Germany': 'Berlin', 'France': 'Paris' }

''' Your solution goes here '''

print('Prussia deleted?', end=' ')
if 'Prussia' in country_capital:
    print('No.')
else:
    print('Yes.')

print ('Spain deleted?', end=' ')
if 'Spain' in country_capital:
    print('No.')
else:
    print('Yes.')

print ('Togo deleted?', end=' ')
if 'Togo' in country_capital:
```

Run

View solution *(Instructors only)*

Download student submissions

8.13 Dictionary methods

A ***dictionary method*** is a function provided by the dictionary type (dict) that operates on a specific dictionary object. Dictionary methods can perform some useful operations, such as adding or removing elements, obtaining all the keys or values in the dictionary, merging dictionaries, etc.

Below are a list of common dictionary methods:

Table 8.13.1: Dictionary methods.

Dictionary method	Description	Code example	Output

my_dict.clear()	Removes all items from the dictionary.	`my_dict = {'Ahmad': 1, 'Jane': 42}`
		`my_dict.clear()`
		`print(my_dict)`
			`{}`

my_dict.get(key, default)	Reads the value of the key entry from the dictionary. If the key does not exist in the dictionary, then returns default.	`my_dict = {'Ahmad': 1, 'Jane': 42}`
		`print(my_dict.get('Jane', 'N/A'))`
		`print(my_dict.get('Chad', 'N/A'))`
			`42`
			`N/A`

my_dict1.update(my_dict2)	Merges dictionary my_dict1 with another dictionary my_dict2. Existing entries in my_dict1 are overwritten if the same keys exist in my_dict2.	`my_dict = {'Ahmad': 1, 'Jane': 42}`
		`my_dict.update({'John': 50})`
		`print(my_dict)`
			`{'Ahmad': 1, 'Jane': 42, 'John': 50}`

my_dict.pop(key, default)	Removes and returns the key value from the dictionary. If key does not exist, then default is returned.	`my_dict = {'Ahmad': 1, 'Jane': 42}`
		`val = my_dict.pop('Ahmad')`
		`print(my_dict)`
			`{'Jane': 42}`

Modification of dictionary elements using the above methods is performed in-place. Ex: Following the evaluation of the statement my_dict.pop('Ahmad'), any other variables that reference the same object as my_dict will also reflect the removal of 'Ahmad'. As with lists, a programmer should be careful not to modify dictionaries without realizing that other references to the objects may be affected.

PARTICIPATION ACTIVITY 8.13.1: Dictionary methods.

Determine the output of each code segment. If the code produces an error, type None. Assume that my_dict has the following entries:

```
my_dict = dict(bananas=1.59, fries=2.39, burger=3.50, sandwich=2.99)
```


1)
```
my_dict.update(dict(soda=1.49,
burger=3.69))
burger_price = my_dict.get('burger', 0)
print(burger_price)
```

Check Show answer

2)
```
my_dict['burger'] = my_dict['sandwich']
val = my_dict.pop('sandwich')
print(my_dict['burger'])
```

Check Show answer

8.14 Iterating over a dictionary

As usual with containers, a common programming task is to iterate over a dictionary and access or modify the elements of the dictionary. A for loop can be used to iterate over a dictionary object, the loop variable being set to a key of an entry in each iteration. The ordering in which the keys are iterated over is not necessarily the order in which the elements were inserted into the dictionary. The Python interpreter creates a hash of each key. A ***hash*** is a transformation of the key into a unique value that allows the interpreter to perform very fast lookup. Thus, the ordering is actually determined by the hash value, but such hash values can change depending on the Python version and other factors.

Construct 8.14.1: A for loop over a dictionary retrieves each key in the dictionary.

```
for key in dictionary:  # Loop expression
    # Statements to execute in the loop

#Statements to execute after the loop
```


The dict type also supports the useful methods items(), keys(), and values() methods, which produce a view object. A ***view object*** provides read-only access to dictionary keys and values. A program can iterate over a view object to access one key-value pair, one key, or one value at a time, depending on the method used. A view object reflects any updates made to a dictionary, even if the dictionary is altered after the view object is created.

- dict.items() – returns a view object that yields (key, value) tuples.
- dict.keys() – returns a view object that yields dictionary keys.
- dict.values() – returns a view object that yields dictionary values.

The following examples show how to iterate over a dictionary using the above methods:

Figure 8.14.1: Iterating over a dictionary.

dict.items()

```
num_calories = dict(Coke=90, Coke_zero=0,
Pepsi=94)
for soda, calories in
num_calories.items():
    print('{}: {}'.format(soda, calories))
```

```
Coke: 90
Coke_zero: 0
Pepsi: 94
```

dict.keys()

```
num_calories = dict(Coke=90, Coke_zero=0,
Pepsi=94)
for soda in num_calories.keys():
    print(soda)
```

```
Coke
Coke_zero
Pepsi
```

dict.values()

```
num_calories = dict(Coke=90, Coke_zero=0,
Pepsi=94)
for soda in num_calories.values():
    print(soda)
```

```
90
0
94
```


When a program iterates over a view object, one result is generated for each iteration as needed, instead of generating an entire list containing all of the keys or values. Such behavior allows the interpreter to save memory. Since results are generated as needed, view objects do not support indexing. A statement such as my_dict.keys()[0] produces an error. Instead, a valid approach is to use the list() built-in function to convert a view object into a list, and then perform the necessary operations. The example below converts a dictionary view into a list, so that the list can be sorted to find the first two closest planets to Earth.

Figure 8.14.2: Use list() to convert view objects into lists.

```
solar_distances = dict(mars=219.7e6, venus=116.4e6,
jupiter=546e6, pluto=2.95e9)
list_of_distances = list(solar_distances.values())  # Convert
view to list

sorted_distance_list = sorted(list_of_distances)
closest = sorted_distance_list[0]
next_closest = sorted_distance_list[1]

print('Closest planet is {:.4e}'.format(closest))
print('Second closest planet is {:.4e}'.format(next_closest))
```

```
Closest planet is
1.1640e+08
Second closest planet is
2.1970e+08
```


The dict.items() method is particularly useful, as the view object that is returned produces tuples containing the key-value pairs of the dictionary. The key-value pairs can then be unpacked at each iteration, similar to the behavior of enumerate(), providing both the key and the value to the loop body statements without requiring extra code.

zyDE 8.14.1: Iterating over a dictionary example: Gradebook statistics.

Write a program that uses the keys(), values(), and/or items() dict methods to find statist about the student_grades dictionary. Find the following:

- Print the name and grade percentage of the student with the highest total of points

- Find the average score of each assignment.
- Find and apply a curve to each student's total score, such that the best student has 100% of the total points.

Load default template... Run

```
# student_grades contains scores (out of 100)
student_grades = {
    'Andrew': [56, 79, 90, 22, 50],
    'Nisreen': [88, 62, 68, 75, 78],
    'Alan': [95, 88, 92, 85, 85],
    'Chang': [76, 88, 85, 82, 90],
    'Tricia': [99, 92, 95, 89, 99]
}
```


PARTICIPATION ACTIVITY 8.14.1: Iterating over dictionaries.

Fill in the code, using the dict methods items(), keys(), or values() where appropriate.

1) Print each key in the dictionary my_dict.

```
for key in
          :
    print(key)
```

Check Show answer

2) Change all negative values in my_dict to 0.

```
for key, value in
                 :
    if value < 0:
        my_dict[key] = 0
```

Check Show answer

3) Print twice the value of every value in my_dict.

```
for v in
        :
    print(2 * v)
```

Check Show answer

CHALLENGE ACTIVITY 8.14.1: Report country population.

Write a loop that prints each country's population in country_pop.

Sample output with input:
'China:1365830000,India:1247220000,United States:318463000,Indonesia:252164800':

```
United States has 318463000 people.
India has 1247220000 people.
Indonesia has 252164800 people.
China has 1365830000 people.
```



```
user_input = input()
entries = user_input.split(',')
country_pop = dict(pair.split(':') for pair in entries)
# country_pop is now a dictionary, Ex: { 'Germany':'82790000', 'France':'67190000' }

''' Your solution goes here '''

    print(country, 'has', pop, 'people.')
```

Run

View solution *(Instructors only)*

Download student submissions

8.15 Dictionary nesting

A dictionary may contain one or more ***nested dictionaries***, in which the dictionary contains another dictionary as a value. Consider the following code:

Figure 8.15.1: Nested dictionaries.

```
students = {}
students ['Jose'] = {'Grade': 'A+', 'StudentID': 22321}

print('Jose:')
print(' Grade: {}'.format(students ['Jose']['Grade']))
print(' ID: {}'.format(students['Jose']['StudentID']))
```

```
Jose:
 Grade: A+
 ID: 22321
```


The variable students is first created as an empty dictionary. An indexing operation creates a new entry in students with the key 'Jose' and the value of another dictionary. Indexing operations can be applied to the nested dictionary by using consecutive sets of brackets []: The expression `students['Jose']['Grade']` first obtains the value of the key 'Jose' from students, yielding the nested dictionary. The second set of brackets indexes into the nested dictionary, retrieving the value of the key 'Grade'.

Nested dictionaries also serve as a simple but powerful data structure. A ***data structure*** is a method of organizing data in a logical and coherent fashion. Actually, container objects like lists and dicts are already a form of a data structure, but nesting such containers provides a programmer with much more flexibility in the way that the data can be

organized. Consider the simple example below that implements a gradebook using nested dictionaries to organize students and grades.

Figure 8.15.2: Nested dictionaries example: Storing grades.

```
grades = {
    'John Ponting': {
        'Homeworks': [79, 80, 74],
        'Midterm': 85,
        'Final': 92
    },
    'Jacques Kallis': {
        'Homeworks': [90, 92, 65],
        'Midterm': 87,
        'Final': 75
    },
    'Ricky Bobby': {
        'Homeworks': [50, 52, 78],
        'Midterm': 40,
        'Final': 65
    },
}

user_input = input('Enter student name: ')

while user_input != 'exit':
    if user_input in grades:
        # Get values from nested dict
        homeworks = grades[user_input]['Homeworks']
        midterm = grades[user_input]['Midterm']
        final = grades[user_input]['Final']

        # print info
        for hw, score in enumerate(homeworks):
            print('Homework {}: {}'.format(hw, score))

        print('Midterm: {}'.format(midterm))
        print('Final: {}'.format(final))

        # Compute student total score
        total_points = sum([i for i in homeworks]) + midterm +
final
        print('Final percentage:
{:.1f}%'.format(100*(total_points / 500.0)))

    user_input = input('Enter student name: ')
```

```
Enter student name: Ricky
Bobby
Homework 0: 50
Homework 1: 52
Homework 2: 78
Midterm: 40
Final: 65
Final percentage: 57.0%
...
Enter student name: John
Ponting
Homework 0: 79
Homework 1: 80
Homework 2: 74
Midterm: 85
Final: 92
Final percentage: 82.0%
```


Note the whitespace and indentation used to layout the nested dictionaries. Such layout improves the readability of the code and makes the hierarchy of the data structure obvious. The extra whitespace does not affect the dict elements, as the interpreter ignores indentation in a multi-line construct.

A benefit of using nested dictionaries is that the code tends to be more readable, especially if the keys are a category like 'Homeworks'. Alternatives like nested lists tend to require more code, consisting of more loops constructs and variables.

Dictionaries support arbitrary levels of nesting; Ex: The expression `students['Jose']['Homeworks'][2]['Grade']` might be applied to a dictionary that has four levels of nesting.

zyDE 8.15.1: Nested dictionaries example: Music library.

The following example demonstrates a program that uses 3 levels of nested dictionaries create a simple music library.

The following program uses nested dictionaries to store a small music library. Extend the program such that a user can add artists, albums, and songs to the library. First, add a command that adds an artist name to the music dictionary. Then add commands for add albums and songs. Take care to check that an artist exists in the dictionary before adding album, and that an album exists before adding a song.

Load default template...

Pre-enter any input for program, then pr
run.

Run

PARTICIPATION ACTIVITY 8.15.1: Nested dictionaries.

1) Nested dictionaries are a flexible way to organize data.
   - True
   - False

2) Dictionaries can contain up to three levels of nesting.
   - True
   - False

3) The expression `{'D1': {'D2': 'hello'}}` is valid.
   - True
   - False

```
music = {
    'Pink Floyd': {
        'The Dark Side of the Moon': {
            'songs': [ 'Speak to Me', 'Bre
            'year': 1973,
            'platinum': True
        },
        'The Wall': {
            'songs': [ 'Another Brick in t
            'year': 1979,
            'platinum': True
        }
    },
    'Justin Bieber': {
        'My World':{
            'songs': ['One Time', 'Bigger'
            'year': 2010,
            'platinum': True
        }
```

8.16 LAB: Varied amount of input data

Statistics are often calculated with varying amounts of input data. Write a program that takes any number of integers as input, and outputs the average and max.

Ex: If the input is:

```
15 20 0 5
```

the output is:

```
10 20
```


LAB ACTIVITY 8.16.1: LAB: Varied amount of input data 0 / 10

main.py Load default template...

```
1 ''' Type your code here. '''
```


Develop mode | Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program — Input (from above) → main.py (Your program) → Output (shown below)

Program output displayed here

Lab statistics and submissions — Show

Solution — Show

Tests — Show

8.17 LAB: Filter and sort a list

Write a program that gets a list of integers from input, and outputs non-negative integers in ascending order (lowest to highest).

Ex: If the input is:

```
10 -7 4 39 -6 12 2
```


the output is:

```
2 4 10 12 39
```

For coding simplicity, follow every output value by a space. Do not end with newline.

LAB ACTIVITY 8.17.1: LAB: Filter and sort a list 0 / 10

main.py

Load default template...

```
1 ''' Type your code here. '''
```


Develop mode | Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program Input (from above) → **main.py** (Your program) → Output (shown below)

Program output displayed here

Lab statistics and submissions Show

Solution Show

Tests Show

8.18 LAB: Middle item

Given a sorted list of integers, output the middle integer. Assume the number of integers is always odd.

Ex: If the input is:

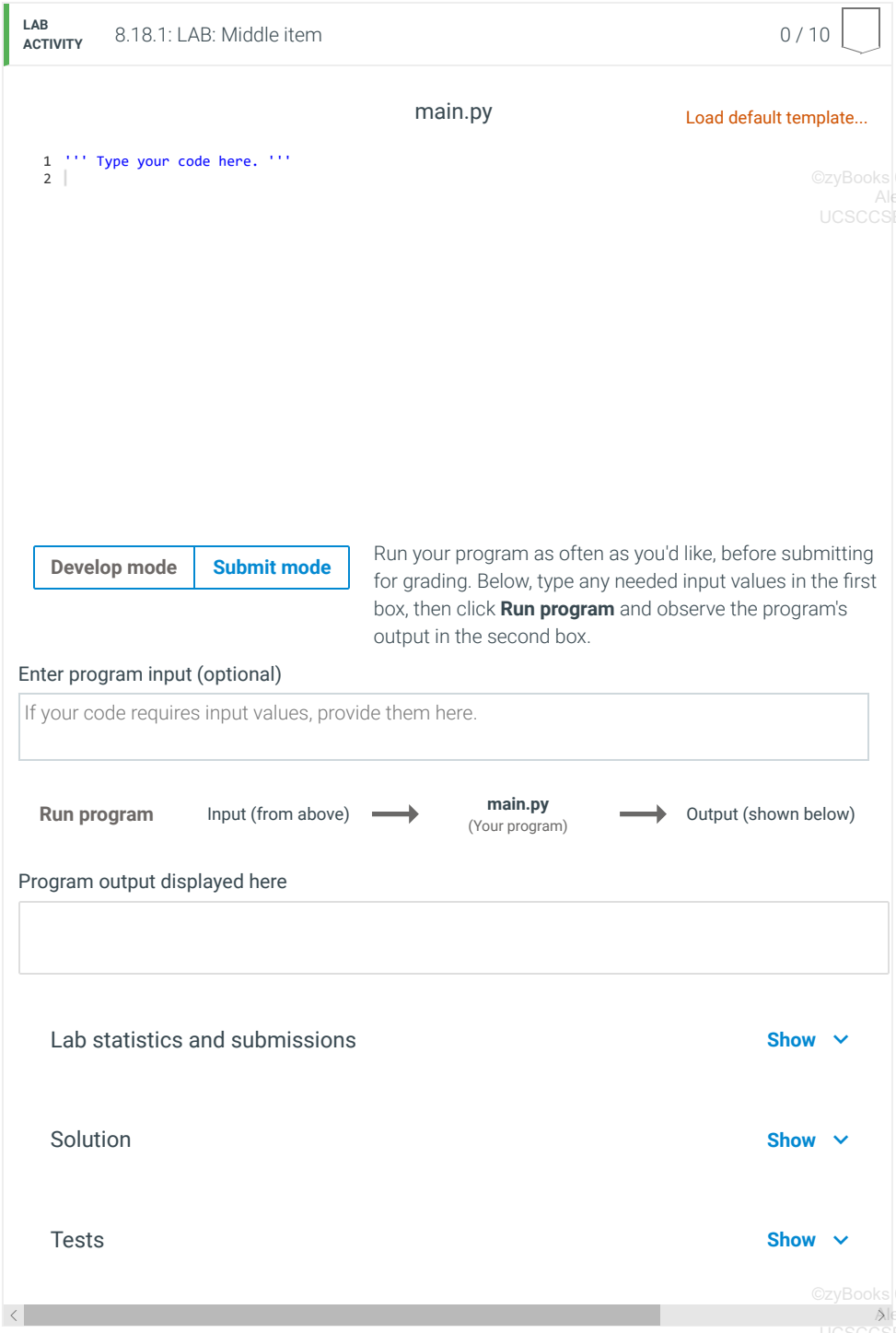
```
2 3 4 8 11
```

the output is:

```
4
```

The maximum number of inputs for any test case should not exceed 9. If exceeded, output "Too many inputs".

Hint: First read the data into a list. Then, based on the list's size, find the middle item.



8.19 LAB: Elements in a range

Write a program that first gets a list of integers from input. That list is followed by two more integers representing lower and upper bounds of a range. Your program should output all integers from the list that are within that range (inclusive of the bounds).

Ex: If the input is:

```
25 51 0 200 33
0 50
```

the output is:

```
25 0 33
```


The bounds are 0-50, so 51 and 200 are out of range and thus not output.

For coding simplicity, follow each output integer by a space, even the last one. Do not end with newline.

LAB ACTIVITY 8.19.1: LAB: Elements in a range 0 / 10

main.py Load default template...

```
1 ''' Type your code here. '''
```

Develop mode | Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program Input (from above) → main.py (Your program) → Output (shown below)

Program output displayed here

Lab statistics and submissions Show

Solution Show

Tests Show

8.20 LAB: Word frequencies

Write a program that reads a list of words. Then, the program outputs those words and their frequencies.

Ex: If the input is:

```
hey hi Mark hi mark
```

the output is:

```
hey 1
hi 2
Mark 1
hi 2
mark 1
```


LAB ACTIVITY 8.20.1: LAB: Word frequencies 0 / 10

main.py Load default template...

```
1 ''' Type your code here. '''
```

Develop mode | **Submit mode**

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program Input (from above) → **main.py** (Your program) → Output (shown below)

Program output displayed here

Lab statistics and submissions **Show**

Solution Show

Tests Show

8.21 LAB: Contact list

A contact list is a place where you can store a specific contact with other associated information such as a phone number, email address, birthday, etc. Write a program that first takes in word pairs that consist of a name and a phone number (both strings). That list is followed by a name, and your program should output the phone number associated with that name.

Ex: If the input is:

```
Joe 123-5432 Linda 983-4123 Frank 867-5309
Frank
```

the output is:

```
867-5309
```

LAB ACTIVITY 8.21.1: LAB: Contact list 0 / 10

main.py Load default template...

```
1 ''' Type your code here. '''
```

Develop mode | Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program Input (from above) → main.py (Your program) → Output (shown below)

Program output displayed here

Lab statistics and submissions Show

Solution Show

Tests Show

8.22 LAB: Replacement words

Write a program that replaces words in a sentence. The input begins with word replacement pairs (original and replacement). The next line of input is the sentence where any word on the original list is replaced.

Ex: If the input is:

```
automobile car   manufacturer maker   children kids
The automobile manufacturer recommends car seats for children if the automobile
doesn't already have one.
```

the output is:

```
The car maker recommends car seats for kids if the car doesn't already have one.
```

You can assume the original words are unique.

LAB ACTIVITY 8.22.1: LAB: Replacement words 0 / 10

main.py Load default template...

```
1 ''' Type your code here. '''
```


Develop mode | Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program Input (from above) → main.py (Your program) → Output (shown below)

Program output displayed here

Lab statistics and submissions Show

Solution Show

Tests Show

8.23 LAB: Warm up: People's weights (Lists)

(1) Prompt the user to enter four numbers, each corresponding to a person's weight in pounds. Store all weights in a list. Output the list. (2 pts)

Ex:

```
Enter weight 1:
236.0
Enter weight 2:
89.5
Enter weight 3:
176.0
Enter weight 4:
166.3
Weights: [236.0, 89.5, 176.0, 166.3]
```

(2) Output the average of the list's elements with two digits after the decimal point. *Hint: Use a conversion specifier to output with a certain number of digits after the decimal point.* (1 pt)

(3) Output the max list element with two digits after the decimal point. (1 pt)

Ex:


```
Enter weight 1:
236.0
Enter weight 2:
89.5
Enter weight 3:
176.0
Enter weight 4:
166.3
Weights: [236.0, 89.5, 176.0, 166.3]
```

```
Average weight: 166.95
Max weight: 236.00
```

(4) Prompt the user for a number between 1 and 4. Output the weight at the user specified location and the corresponding value in kilograms. 1 kilogram is equal to 2.2 pounds. (3 pts)

Ex:

```
Enter a list location (1 - 4):
3
Weight in pounds: 176.00
Weight in kilograms: 80.00
```


(5) Sort the list's elements from least heavy to heaviest weight. (2 pts)

Ex:

```
Sorted list: [89.5, 166.3, 176.0, 236.0]
```

Output the average and max weights as floating-point values with two digits after the decimal point, which can be achieved as follows:
`print('{:.2f}'.format(your_value))`

LAB ACTIVITY 8.23.1: LAB: Warm up: People's weights (Lists) 0 / 9

main.py Load default template...

```
1 # FIXME (1): Prompt for four weights. Add all weights to a list. Output list.
2
3 # FIXME (2): Output average of weights.
4
5 # FIXME (3): Output max weight from list.
6
7 # FIXME (4): Prompt the user for a list index and output that weight in pounds and kilograms.
8
9 # FIXME (5): Sort the list and output it.
```

Develop mode | Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program Input (from above) → **main.py** (Your program) → Output (shown below)

Program output displayed here

Lab statistics and submissions Show

Solution Show

Tests Show

8.24 LAB*: Program: Soccer team roster (Dictionaries)

This program will store roster and rating information for a soccer team. Coaches rate players during tryouts to ensure a balanced team.

(1) Prompt the user to input five pairs of numbers: A player's jersey number (0 - 99) and the player's rating (1 - 9). Store the jersey numbers and the ratings in a dictionary. Output the dictionary's elements with the jersey numbers in ascending order (i.e., output the roster from smallest to largest jersey number). *Hint: Dictionary keys can be stored in a sorted list.* (3 pts)

Ex:

```
Enter player 1's jersey number:
84
Enter player 1's rating:
7

Enter player 2's jersey number:
23
Enter player 2's rating:
4

Enter player 3's jersey number:
4
Enter player 3's rating:
5

Enter player 4's jersey number:
30
Enter player 4's rating:
2

Enter player 5's jersey number:
66
Enter player 5's rating:
9

ROSTER
Jersey number: 4, Rating: 5
Jersey number: 23, Rating: 4
Jersey number 30, Rating: 2
...
```


(2) Implement a menu of options for a user to modify the roster. Each option is represented by a single character. The program initially outputs the menu, and outputs the menu after a user chooses an option. The program ends when the user chooses the option to Quit. For this step, the other options do nothing. (2 pts)

Ex:

```
MENU
a - Add player
d - Remove player
u - Update player rating
r - Output players above a rating
o - Output roster
q - Quit

Choose an option:
```


(3) Implement the "Output roster" menu option. (1 pt)

Ex:

```
ROSTER
Jersey number: 4, Rating: 5
Jersey number: 23, Rating: 4
Jersey number 30, Rating: 2
...
```

(4) Implement the "Add player" menu option. Prompt the user for a new player's jersey number and rating. Append the values to the two vectors. (1 pt)

Ex:

```
Enter a new player's jersey number:
49
Enter the player's rating:
8
```

(5) Implement the "Delete player" menu option. Prompt the user for a player's jersey number. Remove the player from the roster (delete the jersey number and rating). (1 pt)

Ex:

```
Enter a jersey number:
4
```

(6) Implement the "Update player rating" menu option. Prompt the user for a player's jersey number. Prompt again for a new rating for the player, and then change that player's rating. (1 pt)

Ex:

```
Enter a jersey number:
23
Enter a new rating for player:
6
```


(7) Implement the "Output players above a rating" menu option. Prompt the user for a rating. Print the jersey number and rating for all players with ratings above the entered value. (2 pts)

Ex:

```
Enter a rating:
5

ABOVE 5
Jersey number: 66, Rating: 9
```

```
Jersey number: 84, Rating: 7
...
```

LAB ACTIVITY 8.24.1: LAB*: Program: Soccer team roster (Dictionaries) 0 / 11

main.py Load default template...

```
1 # Type code here
```


Develop mode | Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program Input (from above) → **main.py** (Your program) → Output (shown below)

Program output displayed here

Lab statistics and submissions Show

Solution Show

Tests Show

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Alexey Munishkin
UCSCCSE20NawabWinter2020

8.25 Programming Assignment 3 Question 1

The Robot's path (25pts)

A certain robot can perform only 4 types of movement. It can move either up or down or left or right. The movements are represented by **'U', 'D', 'L', 'R'**. Each movement is also associated with the number of steps the robot has taken. For example: "L 20" means that the robot has taken 20 steps in the left direction. Write a function named theRoundTrip that takes all the movements the robot made in a day as input and output True of bool type if the robot returned to its starting position after its journey. Otherwise, return False. If the input is bad, print the message "bad input".

Input string will be a comma-separated string of movements: "L 20, R 30, U 40"

Explanation: This means that the robot has taken 20 steps to the left, 30 steps to the right and 40 steps in the upward direction in that specific order.

The output should be: True OR False OR bad input

LAB ACTIVITY 8.25.1: Programming Assignment 3 Question 1 — 0 / 25

Downloadable files

`main.py` **Download**

main.py — Load default template...

```
1 def theRoundTrip(moves):
2     #Write your code here. The function should return a string based on the question
3
4 moves = input()
5 print(theRoundTrip(moves))
```

Develop mode | **Submit mode**

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program Input (from above) → **main.py** (Your program) → Output (shown below)

Program output displayed here

Lab statistics and submissions — **Show**

Solution — **Show**

Tests Show

8.26 Programming Assignment 3 Question 2

Minesweeper is a single-player game in which the player continuously selects different cells of an m*n grid. Each cell of the grid is either occupied by a bomb or is a safe cell. If a cell is occupied and the player selects the cell, the player loses. Otherwise, the selected cell shows the number of bombs in the neighboring cells. A neighbor cell is a cell next to the current cell in the horizontal, vertical, and diagonal direction.

Write a program that receives in the first input line "m" and "n" as the number of rows and columns of the grid, respectively. In the second line, the user inputs an integer, "b", showing the number of bombs placed in the grid. It then follows by lines of input from the user, each referring to the row and column index of each one of the bombs.

After receiving grid dimensions, the number of bombs, and bomb locations, you will need to display (print) the completed grid showing the bomb cells with * and safe cells with the number of safe cells neighboring that cell.

Note: In a regular minesweeper game, the integers in the grid denote the number of bombs in the neighboring cells. We have changed it to the number of safe cells for the purpose of this question only.

LAB ACTIVITY 8.26.1: Programming Assignment 3 Question 2 0 / 25

main.py

```
def checkSafe(grid, row, col):
    if (row >= 0 and
        row < len(grid) and
        col >= 0 and
        col < len(grid[row]) and
        grid[row][col] != '*'):
            return 1
    return 0

rows, cols = map(int, input().split())
bombs = int(input())
grid = [[0 for i in range(cols)] for j in range(rows)]
for i in range(rows):
    grid.append([])

for i in range(bombs):
    brow, bcol = map(int, input().split())
    grid[brow][bcol] = '*'

for r in range(rows):
    for c in range(cols):
```

Develop mode | Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program Input (from above) → main.py (Your program) → Output (shown below)

Program output displayed here

Lab statistics and submissions Show

Solution Show

Tests Show

8.27 Programming Assignment 3 Question 3

Sri has a group of vintage string lights with some of the lights defective. A defective light is shown by 0 and a normal (non-defective) light is shown by 1 in the input. For example, the input "0110" represents a string light with 4 lights with first and the fourth light defective. Sri is interested in finding the longest number of non-defective lights in a row. In the example above, the longest number of non-defective lights is 2, the middle two lights. The first line of input will contain the number of vintage lights followed by the string representation of each and every light. The output should be a single integer denoting the longest chain of non-defective lights. The chain can continue to the next group of lights. For example in test case 1, the longest number of non-defective lights is 5 with 4 lights from first string and 1 light from the second string.

LAB ACTIVITY 8.27.1: Programming Assignment 3 Question 3 0 / 20

main.py

```
1
```

Develop mode | Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program Input (from above) → main.py (Your program) → Output (shown below)

Program output displayed here

Lab statistics and submissions Show

Solution Show

Tests Show

8.28 Programming Assignment 3- Question 4

There was a mistake in entering grades on Canvas. We need your help writing a Python script that can help us maintain the class roster. The functionalities you need to implement are explained below. For each of the functionalities, you may want to implement a separate function.

Adding a student to the roster:
When you receive the "add NAME GRADE" command, you need to add one student with the name "NAME" and the grade "GRADE" to the roster. For example, "add Simon 20" will add Simon to the roster and his grade will be 20. If the entered grade was greater than 100, or if the student's name is already on the roster, then don't add the student to the roster and instead print "Failed to add NAME", with NAME being the name of the student you were asked to add to the roster. If adding the student was successful, you will print "Added NAME", with NAME being the name of the student you just added.

Updating the grade of an existing student:
When you receive the "update NAME GRADE" command, you will have to check if the student with the name "NAME" exists in the roster. If so, update their grade to "GRADE" and print "Updated NAME's grade" with NAME being the name of the student. Otherwise, print "NAME does not exist in the roster".

Printing the roster:
When you receive the "print" command, you need to print the entire roster in the output in the same order that you added students to the roster. For example, if we have {'Narges': 0, 'Benedict': 1} on our roster, it will print:

```
Narges: 0
Benedict: 1
```

Removing a student from the roster:
When you receive the "remove NAME" command, you will have to check if the student with the name "Name" exists in the roster. If so, delete the name from the roster and print "Removed NAME" with NAME being the name of the student. If the student doesn't exist in the roster, then print "Failed to remove NAME"

Exiting the program:
When you receive the "exit" command, you will terminate the program and stop receiving inputs from the user.

LAB ACTIVITY 8.28.1: Programming Assignment 3- Question 4 0 / 30

main.py

```
1
```

Develop mode | Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program Input (from above) → **main.py** (Your program) → Output (shown below)

Program output displayed here

Lab statistics and submissions **Show**

Solution **Show**

Tests **Show**

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