Dt 1-Apr-2020 WEDNESDAY

List // UnPacking

```
a, b, c = [1, 2, 3]

print (a)
print (b)
print (c)
```

o/p
1, 2, 3

// Simultaneously Assigned each element.

```
abc, *other = [1, 2, 3, 5, 6, 7, 8]
```

↳ The variable part is equal to the remaining leftout content.

```
a, b, c, *other, d = [1 2 3 4, 5, 6, 7]
```

↳ We can use this list unpacking for pyapks

```
print (weapon = None)
```

// We we play video Game, the user should have Non weapons,
i.e The user should not have any weapons
So `None` keyword is used for it,

Dictionary

Key : Value ——— DATA STRUCTURE

Hash Table

Maps

objects.

keywords is used to describe

→ It is way for us to Organise our Data.

→ In the same way lists are accessed, indexed, ours Dicts has the same way.

Dictionary = { 'a' : 1, 'b' : 2, 'c' : 3 }

'a' → key, 1 → value.

print (dictionary ['b'])

// They are all over the place & random location

Not like lists

"we can also have Dicts inside the lists"

list [{key:}, {key}

{key : value}, { }]

[100]: True

↳ unhasable Type

// Key Can't change :

immutable

but list is mutable .

But tuple is Immutable

getting input from user .

print (user.get('age', 55))

↳ get Method .

user = { 'basket': [1, 2, 3],
'greet': 'hello'
}

print (user.get('age', 55)) ?

↳ what if user already has age.

i.e

user = { 'age': 20 }

↳ The output will be 20 rather than 56 which has entered .

Methods in Dicts

user.clear()

user.items()

12= user.copy()

print(user.pop('age'))

user.popitem()

↳ Randomly pops out.

// dictionary is an randomly Ordered data structure

user.update()

update {'age': 55}