

1. Recap  
○○○○○

2. Introduction to Data Structures  
○○○○○○

3. Strings  
○○

4. Loops  
○○○○○○○

# KOLT Python

## Lists, Strings & Loops

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# KOLT



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○○○○○

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○○○○○○

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○○

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○○○○○○○

# Agenda

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## bool Operators

How to represent logical operations in Python? (and, or, not)

A	B	A or B	A and B	not A
True	True	True	True	False
True	False	True	False	False
False	True	True	False	True
False	False	False	False	True

True or False and False  $\Rightarrow$  **True**

- and
- or
- not

## WHY?



## Short-Circuit Evaluation

x: Any boolean value

True or X  $\Rightarrow$  **True**

False and X  $\Rightarrow$  **False**

Python is smart enough to take advantage of this!

```
1/0 # => ZeroDivisionError
True or 1/0 # => True
False and 1/0 # => False
1/0 or True # => ZeroDivisionError
1/0 and False # => ZeroDivisionError
```

## Arithmetic Operators

These operations are applicable on Numeric types: `int` and `float`

- `+`: Addition
- `-`: Subtraction
- `*`: Multiplication
- `/`: Division
- `//`: Floor(integer) Division
- `%`: Modulo
- `**`: Power

```
3.2 + 1.4 # => 4.6
3.2 - 1    # => 2.2
3.2 * 1.2  # => 3.84
3.5 / 1.5  # => 2.3333333333333335
3.5 // 1.5 # => 2.0
3.5 % 1.5  # => 0.5
2 ** 10    # => 1024
```

## Comparison Operators

- <: Strictly less than
- <=: Less than or equal
- >: Strictly greater than
- >=: Greater than or equal
- ==: Equal
- !=: Not equal

```
3.0 == 3    # => True
3.0 >= 3    # => True
# Small-case characters
# have bigger ASCII value
'Aa' > 'aa' # => False
'hi' == 'hi' # => True
'a' == None # => True
3 > 'a'     # => TypeError
3 == 'a'    # => False
```

## Assignment Operators

Operator	Usage	Equivalent
<b>+=</b>	<code>val += 3</code>	<code>val = val + 3</code>
<b>-=</b>	<code>val -= 3</code>	<code>val = val - 3</code>
<b>*=</b>	<code>val *= 3</code>	<code>val = val * 3</code>
<b>/=</b>	<code>val /= 3</code>	<code>val = val / 3</code>
<b>%=</b>	<code>val %= 3</code>	<code>val = val % 3</code>
<b>**=</b>	<code>val **= 3</code>	<code>val = val ** 3</code>
<b>//=</b>	<code>val //= 3</code>	<code>val = val // 3</code>

## Branching

```
if <condition>:  
    <expression>  
    <expression>  
    ...
```

```
if <condition>:  
    <expression>  
    <expression>  
    ...  
else:  
    <expression>  
    <expression>  
    ...
```

```
if <condition>:  
    <expression>  
    <expression>  
    ...  
elif <condition>:  
    <expression>  
    <expression>  
    ...  
...  
else:  
    <expression>  
    <expression>  
    ...
```

- <condition> has a **bool** value (True or False)
- Which expressions will be evaluated in which conditions?



## Lists

**myList = [1, 2, 3]**

```
empty_list = []  
letters = ['a', 'b', 'c', 'd']  
numbers = [2, 3, 5]
```

```
mixed_list = [4, 13, 'hello']
```

# Appending

Append elements at the end of a list by **append()**

```
numbers = [1, 2, 3]
numbers.append(7) # => numbers = [1, 2, 3, 7]
numbers.append(11) # => numbers = [1, 2, 3, 7, 11]

a_list = [1, 'a', 'python', 4.2]
a_list.append(3) # => a_list = [1, 'a', 'python', 4.2, 3]
a_list.append('hello') # => a_list = [1, 'a', 'python', 4.2, 3, 'hello']
```

```
x = [1, 2, 3]
y = [4, 5]
x.append(y) # => x = [1, 2, 3, [4, 5]]
```

## Removing An Element

Remove elements in a list by **remove()**

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

x.remove(2) # => x = [1, 3, 4]

y = ['a', 'b', 'c']

y.remove('b') # => y = ['a', 'c']
```

```
x = [1, 2, 5, 4, 2, 6]

x.remove(2) # => x = [1, 5, 4, 2, 6]
```

## Inspecting List Elements

Access elements at a particular index

0 1 2 3 4  
['a', 'b', 'c', 'd', 'e']  
-5 -4 -3 -2 -1

```
x = [1, 2, 'a', 'hello']
```

```
x[0] # => 1
```

```
x[1] # => 2
```

```
x[2] # => 'a'
```

```
x[3] # => 'hello'
```

```
x[-1] # => 'hello'
```

```
x[-2] # => 'a'
```

```
x[-3] # => 2
```

```
x[-4] # => 1
```

# Inspecting List Elements

Slice lists by using `[start:stop:step]`

```
x = [1, 2, 3, 4, 5]

x[2:4] # => [3, 4]
x[3:4] # => [4]
x[1:-1] # => [2, 3, 4]
```

```
y = ['a', 'b', 'c', 'd', 'e', 'f']

y[:3] # => ['a', 'b', 'c']
y[2:] # => ['c', 'd', 'e', 'f']
y[:-1] # => ['a', 'b', 'c', 'd', 'e']

y[:] # => ['a', 'b', 'c', 'd', 'e', 'f']
```

# Inspecting List Elements

```
y = ['a', 'b', 'c', 'd', 'e', 'f']
```

```
y[1:5:2] # => ['b', 'd']
```

```
y[::3] # => ['a', 'd']
```

```
y = ['a', 'b', 'c', 'd', 'e', 'f']
```

```
y[::-1] # => ['f', 'e', 'd', 'c', 'b', 'a']
```

## Nested Lists

Lists can contain lists

```
x = [[15, 4, 20, 7], [3, 18, 9]]  
  
x[1] # => [3, 18, 9]  
x[1][2] # => 9  
x[0][2:] # => [20, 7]
```

# Strings

0 1 2 3 4 5  
s = 'Python'  
-6 -5 -4 -3 -2 -1



## Indexing & Slicing

```
s = 'Python'

s[1] # => 'y'
s[0:4] # => 'Pyth'
s[:3] # => 'Pyt'
s[3:] # => 'hon'
s[:] # => 'Python'
```

```
s = 'Python'

s[:5:2] # => 'Pto'
s[1:4:3] # => 'y'
s[::3] # => 'Ph'
s[::-1] # => 'nohtyP'
```

## in Operator

Search an operand in the specified sequence by using **in**

```
0 in [] # => False
'y' in 'Python' # => True
23 in ['hello', 40, 'a', 5] # => False
23 in ['hello', 40, 'a', 23] # => True
23 in ['hello', 40, 'a', '23'] # => False
```

- Works with lists and strings
- Works with ranges

# range() Function

`range(start, stop, step)` is a function to create ranges

```
a = range(3) # => generates 0, 1, 2
b = range(0,3) # => generates 0, 1, 2
c = range(2,4) # => generates 2, 3
d = range(0,6,2) # => generates 0, 2, 4

0 in a # => True
1 in b # => True
4 in c # => False
2 in d # => True
6 in d # => False
```



## len() Function

`len()` is an operator to determine the size of lists, strings, etc.

```
s = 'Python'
len(s) # => 6

my_list = [0, 1, 2, 3]
len(my_list) # => 4
```

# For Loops

```
for <item> in <iterable>:  
    <expression>  
    <expression>  
    ...
```

```
for ch in 'Python':  
    print(ch)
```

```
for num in [4, 23, 12, 0, 50]:  
    print(num * 3, sep=".")
```

```
for i in range(0, 8):  
    print(i)
```

# While Loops

```
while <condition>:  
    <expression>  
    <expression>  
    ...
```

```
x = 15  
while x > 10:  
    print(x)  
    x-=1
```

```
x = 10  
a_list = [1, 2, 3, 4, 5, 6, 7]  
  
while len(a_list) < x:  
    a_list.append(0)  
    print(a_list)
```

# Break, Continue & Pass

**Break** terminates the closest for or while loop

```
for i in range(0, 5):  
    if i % 2 == 1:  
        break  
    print(i)
```

```
x = 1  
while x < 100:  
    x *= 2  
    if (x+1) % 3 == 0:  
        break  
    print(x)
```

**Continue** continues with the next iteration of the loop

```
for i in range(0, 5):  
    if i % 2 == 1:  
        continue  
    print(i)
```

```
x = 1  
while x < 100:  
    x *= 2  
    if (x+1) % 3 == 0:  
        continue  
    print(x)
```

## Break, Continue & Pass

**Pass** does not have an effect

```
for letter in 'Python':  
    if letter == 'y':  
        pass  
        print ('In pass case')  
    print(letter)
```

- Loops, conditional statements, functions etc. cannot be empty
- Use when you have to create one