

1. Recap
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2. Lists
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3. For Loops
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4. Functions
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KOLT Python

Lists, For Loops & Functions

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KOLT



1. Recap
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2. Lists
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3. For Loops
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4. Functions
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Agenda

1. Recap

2. Lists

3. For Loops

4. Functions



Strings

```
my_string = 'abcde'
```

```
  0 1 2 3 4  
'a b c d e'  
-5 -4 -3 -2 -1
```

```
print(my_string[2]) ⇒ prints c
```

```
print(my_string[-2]) ⇒ prints d
```

Indexing & Slicing

Access specific characters using **indexing**, i.e, `[index]`
Slice strings by using `[start:stop:step]`

```
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'
```

String Operations

```
print('This a simple calculator program.')
number1 = input('Please enter the first number:')
number2 = input('Please enter the second number:')
print(f'{number1}+{number2} is {number1 + number2}')
```

```
number1 = int(input('First number:'))
number2 = input('Please enter the second number:')
print(f'{number1}x{number2} is {number1 * number2}')
```

str1 + str2 \Rightarrow **Concatenate** str1 and str2

str1 * n \Rightarrow Repeat str1 *n* times.



While Loops

Repeat some <expression>s as long as a <condition> is True.

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

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

```
counter = 11  
while counter > 6:  
    counter -= 1  
    print(2**counter)  
    counter -= 1
```

<condition> is only checked before each execution.



Lists



Imagine variables, but with limitless capacity. . .

```
sunnyside = ['Mr. Potato Head', 'Hamm',  
'Buzz Lightyear', 'Slinky Dog']
```

Lists

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

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


Accessing Elements

```
values = [1, 'hello', None, [3], True]
```

0	1	2	3	4	
[1,	'hello',	None,	[3],	True]
-5	-4	-3	-2	-1	

Use **indexing** to access and **update** elements inside list.

```
print(values[2])  
values[2] = 'new value'
```

Adding New Elements

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]]
```

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']
```

Lists (Cont.)

Removing An Element

Removing An Element

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

Removing An Element

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

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

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

numbers_repeated = [1, 2, 5, 4, 2, 6]
numbers_repeated.remove(2) # => number_repeated = [1, 5, 4, 2, 6]

my_list = [1, 'a']
my_list.remove('b') # => ValueError
```


Removing An Element

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

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

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

numbers_repeated = [1, 2, 5, 4, 2, 6]
numbers_repeated.remove(2) # => number_repeated = [1, 5, 4, 2, 6]

my_list = [1, 'a']
my_list.remove('b') # => ValueError
```

How to avoid ValueError?

Removing An Element

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

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

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

numbers_repeated = [1, 2, 5, 4, 2, 6]
numbers_repeated.remove(2) # => number_repeated = [1, 5, 4, 2, 6]

my_list = [1, 'a']
my_list.remove('b') # => ValueError
```

How to avoid ValueError? (Hint: **Branching**)

in Operator

in Operator

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

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
```

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 both lists and strings

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 both lists and strings
- Works with ranges

len() Function

len() Function

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

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
```

List Slicing

Access collection of elements with **[start:stop:step]**
Gives a list, even when number of elements is not bigger than 1.

```
numbers[0::2]    # => [0, 2, 4]
numbers[:]       # => [0, 1, 2, 3, 4, 5]
numbers[1:]      # => [1, 2, 3, 4, 5]
numbers[-2:]     # => [4, 5]
numbers[1:4]     # => [1, 2, 3]
numbers[1:1]     # => []
numbers[-99:99]  # => [0, 1, 2, 3, 4, 5]
numbers[::-1]    # => [5, 4, 3, 2, 1, 0]
numbers[::-2]    # => [5, 3, 1]
```

Slices with `step = 1` are called **Basic Slice**.
Slices with `step != 1` are called **Extended Slice**.

List Mutation

list.append(x): Append x to end of the sequence
list.insert(i, x): Insert x to index i
list.pop(i=-1): Remove and return element at index i
list.remove(x): Remove first occurrence of x
list.extend(iterable): Add all elements in iterable to end of list
list[i] = new_value: Update value of index i with new value
list[basic_slice] = iterable: Change elements in basic slice with elements in iterable, sizes can be different:
`numbers[:] = []`
list[extended_slice] = iterable: Change elements in extended slice with elements in iterable 1-1, sizes must be equal.

Some Other List Operations

in operator: Check whether an element is in list.

`3 in numbers` \Rightarrow `True`

len(list): Returns the length of list(and other collections).

list.index(value, start=0, stop=len(list)):

Return first index of value.

list.count(value): Count number of occurrences of value.

list.reverse(): Reverse the list (in-place)

list.sort(): Sort list elements (in-place)

For more, type `help(list)` in your interactive interpreter.



range() Function

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
```

For Loops

For Loops

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

For Loops

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

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

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 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)
```

For Loop Example

TODO: Add example

Break, Continue & Pass

break immediately terminates the closest loop

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

Break, Continue & Pass

break immediately terminates the closest 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)
```

Break, Continue & Pass

break immediately terminates the closest 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 skips to the next iteration of the loop

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


Break, Continue & Pass

break immediately terminates the closest 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 skips to 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

Break, Continue & Pass

pass does not have an effect

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

Break, Continue & Pass

pass does not have an effect

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

- Loops, conditional statements, functions etc. cannot be empty

Functions

Functions are

- pieces of codes written to carry out some specified tasks.
- used to bundle a set of instructions that you want to use repeatedly.
- block of codes which only call when needed to avoid complexity.
- The def keyword is used to define a new function.

```
def function_name():  
    <expression>  
    <expression>  
    ...
```

```
def function_name(parameter1, parameter2):  
    <expression>  
    <expression>  
    ...
```

```
def function_name(parameter1, parameter2):  
    <expression>  
    ...  
    return value
```

Functions

```
def sayHello():  
    print("Hello")
```

```
sayHello() # => Hello
```

```
def getANumber():  
    num = int(input("Enter a number: "))  
    print("Your number is", num)
```

```
getANumber()
```

```
# Enter a number: 10
```

```
# Your number is 10
```



Functions

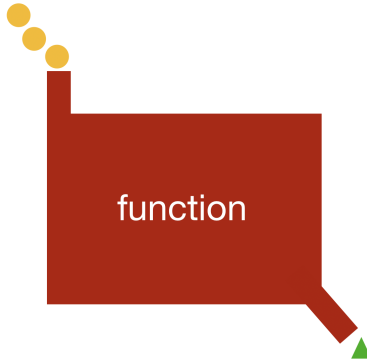
```
def sum(a, b, c):  
    print(a+b+c)  
  
sum(1, 2, 3) # => 6  
sum(2, 5, 6) # => 13  
sum(0, 0, 0) # => 0
```

You should call the function in your code to make it work.

```
def factorial(n):  
    result = 1  
    if n == 0 or n == 1:  
        print(1)  
    else:  
        for i in range(1, n+1):  
            result *= i  
        print(result)  
  
factorial(0) # => 1  
factorial(1) # => 1  
factorial(3) # => 6  
factorial(4) # => 24  
factorial(5) # => 120
```

Return

All functions return some value even if that value is None.



Return

```
def factorial(n):  
    result = 1  
    if n == 0 or n == 1:  
        return 1  
  
    for i in range(1, n+1):  
        result *= i  
    return result
```

You should call the function and assign it to a variable to hold the value.

```
a = factorial(0)  
b = factorial(1)  
c = factorial(3)  
d = factorial(4)  
e = factorial(5)  
  
print(a) # => 1  
print(b) # => 1  
print(c) # => 6  
print(d) # => 24  
print(e) # => 120
```

Return

```
def sum(a, b, c):  
    return a+b+c  
  
num = sum(1, 2, 3)  
print(num) # => 6
```

```
def double(a):  
    return a*2  
    print("Doubled")  
  
num = double(4)  
print(num)
```

Return terminates the function. So, the output is 8.

Default Parameters

The values of parameters can be set to used as default.

In `print(*args, sep=' ', end='\n')`, `sep` and `end` are defined as default parameters.

```
def info(num, name='NoInfo', surname='NoInfo', ID='NoInfo'):
    print(num, name, surname, ID)
```

```
# 1 positional argument
info(2)
# 2 positional arguments
info(2, 'Jane')
# 3 positional arguments
info(2, 'Jane', 'Doe')
# 4 positional arguments
info(2, 'Jane', 'Doe', 20)
```

```
# 1 keyword argument
info(num=1)
# 2 keyword arguments
info(name='Jane', num=9)
# 2 keyword arguments
info(num=9, name='Jane')
# 1 positional, 1 keyword
info(2, 'John', ID=13)
```

Default Parameters

The values of parameters can be set to used as default.

In `print(*args, sep=' ', end='\n')`, `sep` and `end` are defined as default parameters.

```
def info(num, name='NoInfo', surname='NoInfo', ID='NoInfo'):
    print(num, name, surname, ID)
```

```
# required argument missing
info()
# non-keyword argument after a keyword argument
info(num=2, 'Jane')
# duplicate value for the same argument
info(2, num=3)
# unknown keyword argument
info(person='Jane')
```

Variadic Positional Arguments

It is used to let the function accept any number of arguments.

In `print(*args, sep=' ', end='\n')`, you can put as many args as you want.

Suppose we want a product function that works as so:

`product(3, 5)` gives 15.

`product(3, 4, 2)` gives 24.

`product(3, 5, scale=10)` gives 150.

```
def product(*nums, scale = 1):  
    p = scale  
    for n in nums:  
        p *= n  
    return p
```

Local & Global Variables

- Local variables are created in functions.
- Global variables are created out of the functions.

```
x = 10 # => global

def func():
    x = 5 # => local
    y = 7 # => local
    print(x, y)

func()
print(x)
```

```
x = 10

def func():
    print(x)

func() # => 10
```

```
def func():
    a = 2
    print(a)

func()
print(a) # => not defined (gives error)
```

Local & Global Variables

```
x = 2

def func(num):
    num = 6
    print(num)

func(x)
print(x)
```

Prints
6
2

```
x = 2

def func():
    x = 6
    print(x)

func()
print(x)
```

Prints
6
2

```
x = 2

def func():
    global x
    x = 6
    print(x)

func()
print(x)
```

Prints
6
6

Lambda

We can write short functions in one line by using **lambda**.

```
function_name = lambda parameter1, parameter2, ... : return_value
```

```
def double(x):  
    return x*2
```

```
double = lambda x : x*2
```

```
def sumAndPrint(x,y,z):  
    print (x+y+z)
```

```
sumAndPrint = lambda x,y,z : print (
```

```
def reverseString(s):  
    return s[::-1]
```

```
reverseString = lambda s: s[::-1]
```