KOLT PythonContainers, Aliasing & Mutability

Gül Sena Altıntaş

Monday 4th November, 2019





Agenda

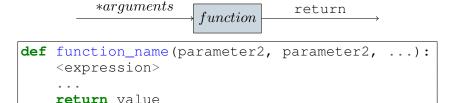
Functions

Lists

- 1. Data Model
- 2. Aliasing & Cloning
- 3. Objects
- 4. Mutability
- 5. Tuples
- 6. Sets
- 7. Dictionaries







```
fib_100 = fibonacci_series(100)
```

```
\xrightarrow{*arguments} \xrightarrow{function} \xrightarrow{\text{return}}
```

```
fib_100 = fibonacci_series(100)
what_is_going_on = print(fib_100)
```

return Statement

Every function returns one value!



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return Statement



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

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```
def your_full_name(name, surname):
    return name + ' ' + surname
```

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def your_full_name(name, surname):
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```
def what_is_the_meaning_of_life(life):
    print("I guess it's nothing")
```

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

def your_full_name(name, surname):
    return name + ' ' + surname

def what_is_the_meaning_of_life(life):
    print("I guess it's nothing")

def who_are_my_instructors(student):
    instructors = ['Ahmet', 'Ceren', 'Gül Sena', 'Hasan Can']
    return instructors
```



cartoon_characters=['Tweety', 'Mickey', 'Sponge Bob', 'Jerry',
'Minnie']



cartoon_characters=['Tweety', 'Mickey', 'Sponge Bob', 'Jerry',
'Minnie']



cartoon_characters.append('Sandy')

cartoon_characters=['Tweety', 'Mickey', 'Sponge Bob', 'Jerry',
'Minnie']



cartoon_characters.append('Sandy')





Let's play

But, what good is Mickey without being near to Minnie?



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Let's play

But, what good is Mickey without being near to Minnie?

cartoon_characters.remove('Mickey')



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Let's play

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cartoon_characters.insert(4, 'Mickey')

Let's play

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Be quick!



len(cartoon_characters) ⇒

Be quick!



len(cartoon_characters) \Rightarrow 6

Be quick!



len(cartoon_characters) \Rightarrow 6 cartoon_characters[6] \Rightarrow

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Be quick!



len(cartoon_characters) ⇒ 6
cartoon_characters[6] ⇒ Error
'Jerry'in cartoon_characters ⇒ False
cartoon_characters.index('Tweety') ⇒

Be quick!



len(cartoon_characters) \Rightarrow 6 cartoon_characters[6] \Rightarrow Error 'Jerry'in cartoon_characters \Rightarrow False cartoon_characters.index('Tweety') \Rightarrow 0

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Password: Recycle



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Python Data Model



Python Data Model

How did we represent data in Python?



Python Data Model

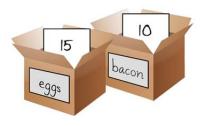
How did we represent data in Python? Variables!



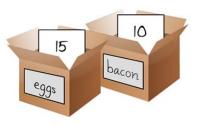
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my_age = 9
my_age += 12
print(my_age) # => 21
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print (cartoon_characters)
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Did we just changed inside of a closed box? Box analogy **does not** work!



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Variables are more like **labels** pointing to **values**!

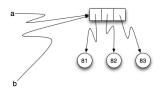
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Variables are more like **labels** pointing to **values! Assignment** links **variables** to **values!**

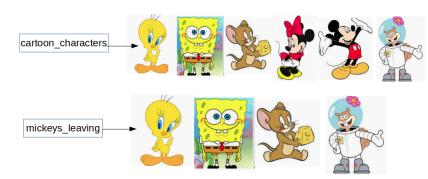
Aliasing & Cloning

- More than one variables can refer to same object!
- What if we want to clone/copy instead of aliasing?
- For lists, list.copy() ⇒ returns a shallow copy of the list.
- Shallow: only copy the references, not inner values.



What if we copied the cartoon characters

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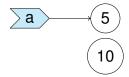


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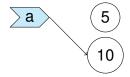


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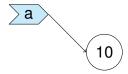


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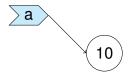
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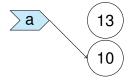
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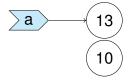
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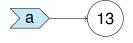
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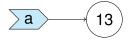
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```
simba_2019 = 'Simba'
simba_cartoon = 'Simba'
simba_2019 == simba_cartoon # => True
simba_2019 is simba_cartoon # => False
```

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Almost always use == to compare values!

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Mutability

Immutable:

An object with a fixed value.

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```
hello = 'hello'
hallo = hello[0] + 'a' + hello[2:]
```

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- my_tuple.append(3) ⇒ AttributeError:
 'tuple' object has no attribute 'append'

() / tuple(): empty tuple,

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```
() / tuple(): empty tuple,
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```
my list = [1, 2, 3]
my tuple = ('a', my list) # ('a', [1, 2, 3, 4])
my list.append(4)
print (my tuple)
my list += [5, 6, 7] \# my list.extend(...)
print (my_tuple)
my tuple += (1, 2) \# my tuple = my tuple + (1, 2)
print (my tuple)
```

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Sets

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- Can compute set operations: union, intersection, difference, symmetric difference.

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Sets



Sets

```
ceren = {'Marco', 'Irem', 'Sunduz'}
gul sena = {'Gamze', 'Ata', 'Zevnep'}
hasan_can = {'Gamze', 'Berker', 'Cemre'}
ahmet = {'Irem', 'Demet', 'Ekin'}
# intersection &
print(qul_sena.intersection(hasan_can)) # => {'Gamze'}
print(ceren & gul sena) # => set()
# union I
print(ceren.union(ahmet)) # => {'Ekin', 'Irem', 'Demet',
                           # 'Marco', 'Sunduz'}
print(hasan can | ceren | gul sena | ahmet) # => all names
# difference -
print((qul sena - hasan can)) # => {'Zeynep', 'Ata'}
# symmetric difference ^
print(ceren.symmetric_difference(ahmet))
# => { 'Marco', 'Ekin', 'Sunduz', 'Demet' } }
```

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Dictionaries

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- How to access values?

- Collection of key-value pairs.
- Cannot use indexing/slicing, can iterate with for loops.
- In general, they are not ordered.
- However, in Python 3.7 pairs are guaranteed to be in insertion order.
- In other words, we will get pairs in insertion order if we loop over the dict.
- How to create dictionaries? { }/dict(): empty dictionary
- d = {'one': 1, 'two': 2, 'three': 3, 'four': 4}
- How to access values? print (d['one']) # ⇒ 1

Confused Section Leader Gul Sena

```
# I need a way to keep track of my students
my students = {'Ayse': ['economics', 'freshman'],
                'Emir': ['psychology', 'master'],
                'Emirhan': ['business administration', 'junior'],
                'Furkan': ['law', 'junior'],
                'Mahsa': ['material science', 'phd'],
                'Meva': ['international relations', 'freshman']}
for student, info in my students.items():
    print(f'{student} studies {info[0]}')
# Emir left mv class : (
my_students.pop('Emir')
# someone new in my class
my_students['Canan'] = ['industrial engineering', 'junior']
# Ayse passed another year
mv students['Avse'][1] = 'sophomore'
```