

# Python 201

# Python 201

- Data Types and the 'type' type
- Tuples
- Lists
- Ranges and X Ranges
- for loops

# Python Data Types

- Integers (int)
- Floating point numbers (float)
- Strings (str)
- Booleans (bool)

# More Python Data Types

- Tuples (tuple)
- Lists (list)
- X Ranges (xrange)

# The Type Conversion Functions

```
>>> int('123')
123
>>> str(123)
'123'
>>> bool('True')
True
>>> bool('False')
True
>>> bool(0)
False
>>> bool([])
False
>>> bool([1, 2, 3])
True
```

# But what are they?

```
>>> int
<type 'int'>
>>> str
<type 'str'>
>>> bool
<type 'bool'>
>>> float
<type 'float'>
```

They are types

# The `type` function

```
>>> type(3)
<type 'int'>
>>> type(1.4)
<type 'float'>
>>> type('abc')
<type 'str'>
>>> type(True)
<type 'bool'>
```

Will tell you what the type of a value is.

# The `type` function

```
if type(thing) == int:
    print "%r is an integer." % thing
elif type(thing) == str:
    print "%r is a string." % thing
elif type(thing) == bool:
    print "%r is a boolean." % thing
elif type(thing) == float:
    print "%r is a float." % thing
```

You can use if statements to test for the type of a value.



# What is `type`?

```
>>> type  
<type 'type'>
```

`type` is a `type`.

# What things are types?

```
>>> type(int)
<type 'type'>
>>> type(float)
<type 'type'>
>>> type(str)
<type 'type'>
>>> type(bool)
<type 'type'>
```

# Tuples

# Tuples



```
(1, 2)
```

Tuples group one or more values of any type.

# Tuples: Don't have to be same type

```
(1, "Sandhya", "Ram")
```

Tuples group one or more values of any type.

# If assigning, parans are optional

```
sandhya = 1, "Sandhya", "Ram"
```

same as:

```
sandhya = (1, "Sandhya", "Ram")
```

# One-Sized Tuple

```
one = (1)
```

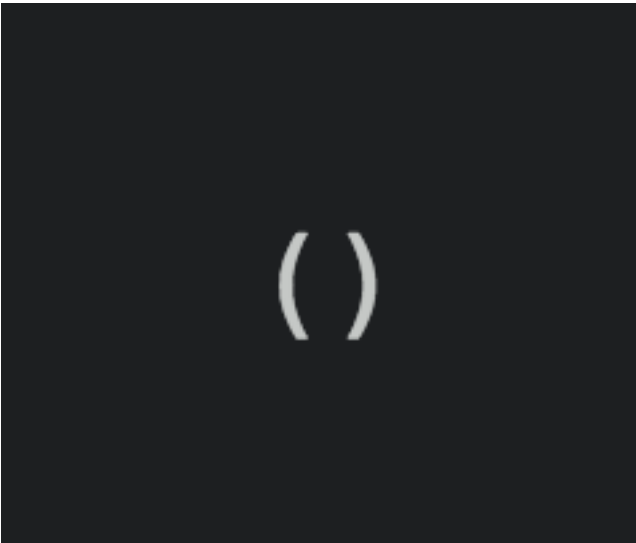
# One-Sized Tuple

~~one = (1)~~

one = (1,)



# Zero-sized Tuple



()

# Destructuring Assignment

```
one, two, three = (1, 2, 3)
```

# Indexing

```
sandhya = (1, "Sandhya", "Ram")  
first_name = sandhya[1]  
last_name = sandhya[2]
```

# Tuples are Immutable

```
>>> sandhya[1] = "Sandy"  
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
TypeError: 'tuple' object does not support item assignment
```

# len() function

```
>>> sandhya = (1, "Sandhya", "Ram")  
>>> len(sandhya)  
3
```

# What's a Tuple?

```
>>> type((1, 2, 3))  
<type 'tuple'>
```

# Lists

# Lists

```
[1, 2, 3]
```

Lists are like tuples but are mutable



# Indexing and mutability

```
>>> numbers = [1, 2, 3]
>>> numbers[0]
1
>>> numbers[0] = 5
>>> numbers[0]
5
```

# len() function

```
>>> numbers = [1, 2, 3]
>>> len(numbers)
3
```

# append method

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

# List Slicing

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

# Insert, Extend, Pop, Sort, More

- `lst.insert(3, item)` - inserts item at specified location
- `lst.extend([3, 4, 5])` - appends all items in given list to this list
- `removed_item = lst.pop()` - removes an item from the end of the list
- `list.index(item)` - returns the index of the item in the list
- `list.sort()` - sorts the list
- `list.copy()` - returns a new copy of the list

# Type of a List

```
>>> type([])  
<type 'list'>
```

**Range**

# Range

```
>>> range(10)  
[0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```



# Range with Offset

```
>>> range(10, 20)  
[10, 11, 12, 13, 14, 15, 16, 17, 18, 19]
```

# Range with Skipping

```
>>> range(10, 20, 2)  
[10, 12, 14, 16, 18]
```

# Big Range?

```
>>> range(1000000000000)
```

Result after waiting for a minute:

```
>>> range(1000000000000)  
Killed: 9
```

A range creates a list. If the list is large, Python will need to allocate a lot of memory and also loop many times to create all those numbers.

# X Range

```
>>> xrange(10000000000)  
xrange(10000000000)
```

X range creates a lazy list, which doesn't actually store the range of numbers it represents, but still works like the same list.

# Type of Range vs X Range

```
>>> type(range(10))  
<type 'list'>  
>>> type(xrange(10))  
<type 'xrange'>
```

# More about Strings

# Strings are just like Lists!

```
>>> my_string = 'Hello'  
>>> my_string[0]  
'H'
```

```
>>> len(my_string)  
5
```

```
>>> my_string[1:4]  
'ell'
```

# ASCII Codes

- Each ASCII character - each character you can type on your keyboard - excluding unicode characters, has a numeric value associated with it called the ASCII code
- Lower case a has an ASCII code of 97
- Upper case z has an ASCII code of 90
- `ord('a')` gives you 97
- `ord('z')` gives you 90



# Sequences

# Things that are sequences

- strings
- lists
- tuples
- xrange

# Sequence operations

- $s + t$  - concatenate sequences  $s$  and  $t$
- $s * n$  - concatenate  $s$  with itself  $n$  times
- $s[i]$  - retrieve the item at the  $i$ -th index of sequence  $s$
- $s[i:j]$  - retrieve a slice of the sequence  $s$
- $\text{len}(s)$  - get the length of the sequence  $s$
- $s.\text{index}(x)$  - find the index of the item  $x$  within sequence  $s$

For loop

For loops loop over sequences

# For loop

```
numbers = [1, 2, 3]  
for number in numbers:  
    print number
```

Prints:

```
$ python loop.py  
1  
2  
3
```

# For loop with range or xrange

```
for number in range(10):  
    print number
```

Outputs:

```
$ python loop.py  
0  
1  
2  
3  
4  
5  
6  
7  
8  
9
```

# Loop through strings

```
for char in 'Hello':  
    print char
```

outputs:

```
$ python loop.py  
H  
e  
l  
l  
o
```