Introduction to Python

Iterables, Iterators and Generators

13 November 2015

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```
for i in [1,2,3]:
    print i # prints elements
for i in "123":
    print i # prints characterwise
```

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for i in xrange(4):
    print i #prints the range without storing
for i in enumerate([1,2,3]):
    print i # gives me indices as well as elements
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• Hopefully you see this and think how do I do that in my code!

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- iter(x) returns an object that can do one thing and one thing alone - respond to __next__()
- Assign i to the response to __next__() each time round until it throws StopIteration exception (sort of an error) and then move on.

```
for i in x:
    # Do loop stuff
```

• This is equivalent to:

```
randomName = iter(x)
while(True):
    try:
        i = randomName.__next__()
        # Do loop stuff
    except StopIteration:
        break
```

Uses for Iterables

• Iterables can be used all over the place!

```
new_list = list(iterable)
total = sum(iterable)
smallest = min(iterable)
largest = max(iterable)
combined = ''.join(iterable)
result = [f(x) for x in iterable]
```

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def myXRange(n):
    i = 0
    while( i < n):
        yield i
        i += 1</pre>
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- Demo Time!

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- Lets have all of the positive even numbers

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• Be careful when using these! Don't try to make a list out of this one...

 Perhaps most importantly, we can make iterables that depend on other iterables.

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```
def myEnumerate(iterable):
   index = 0
   for i in iterable:
      yield (index,i)
      index += 1
```

Demo Time!

Fin

- Suggested watching: Loop Like A Native, Ned Batchelder
- Suggested Library: itertools (This probably has what you need!)