# **COMP** 110

# Introduction to Lists

#### Lists

A list is a data structure—something that lets you reason about multiple items.

#### Examples of lists:

- To-do list
- Assignment Due Dates
- Grocery List

<sup>\*\*</sup>Lists can be an arbitrary length! (Not a fixed number of items.)

# Initializing an empty list

```
<list name>: list[<item type>] = list()
```

grocery\_list: list[str] = list()

# Initializing an empty list

## Adding an item to a list

```
t name>.append(<item>)
grocery_list.append("bananas")
```

#### Adding an item to a list

```
t name>.append(<item>)
grocery_list.append("bananas")
```

- Method: a function that *belongs* to the **list** class
- Like calling append(grocery\_list, "bananas")

# Initializing An Already Populated List

```
list name>: list[<item type>] = [<item 0>, <item 1>, ..., <item n>]
grocery_list: list[str] = ["eggs", "milk", "bread"]
```

#### Indexing

```
grocery_list: list[str] = ["bananas", "milk", "bread"]
grocery_list[0]
```

\*\*Starts at 0, like with strings!

#### Modifying by Index

```
grocery_list: list[str] = ["bananas", "milk", "bread"]
grocery_list[1] = "eggs"
```

#### Length of a List

```
grocery_list: list[str] = ["eggs", "milk", "bread"]
len(grocery_list)
```

#### Remove an Item From a List