

ITP 115 – Programming in Python

Dictionaries

Recall: Lists

- Ordered sequence of things
- Access items by index

```
words = ["doctor", "juan", 47]
```

0	1	2
doctor	juan	47

```
print(words[1])  
"juan"
```

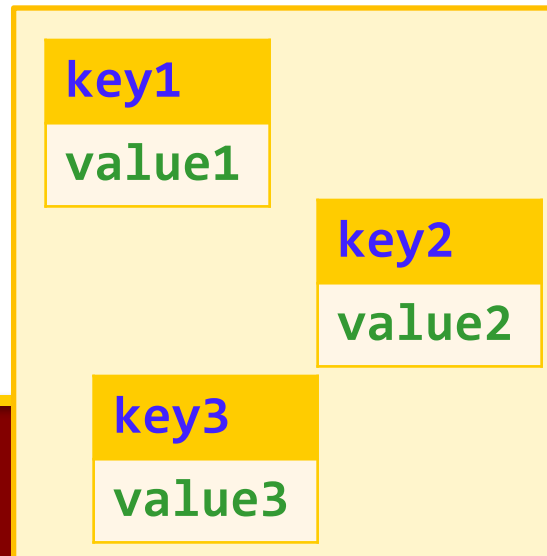
Dictionaries

- Store information in pairs
 - a **key** and its **value**
- Like an actual dictionary where each entry is a pair
 - a **word** and its **definition**

Dictionary Syntax

- Define dictionary with { }
- Include **key:value** pairs separated by ,
`myDictionary = {key1:value1, key2:value2,
key3:value3}`

myDictionary



Dictionaries vs. Lists

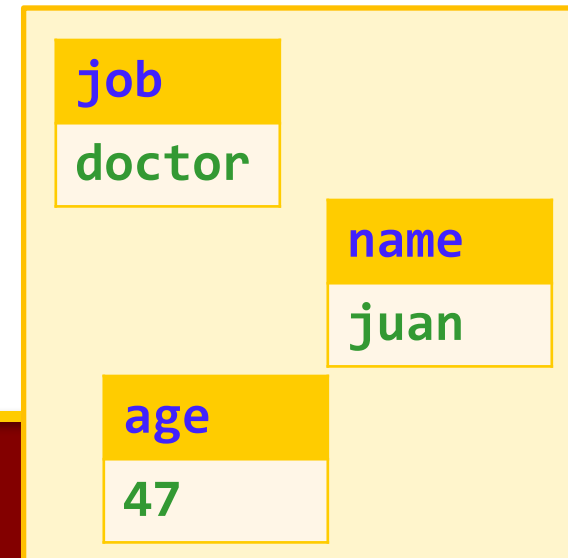
- Access items by key (*dictionary*), instead of position (*list*)

```
info = {"name": "juan", "age": 47, "job": "doctor"}  
print(info["name"])
```

"juan"

- Not ordered sequentially

info

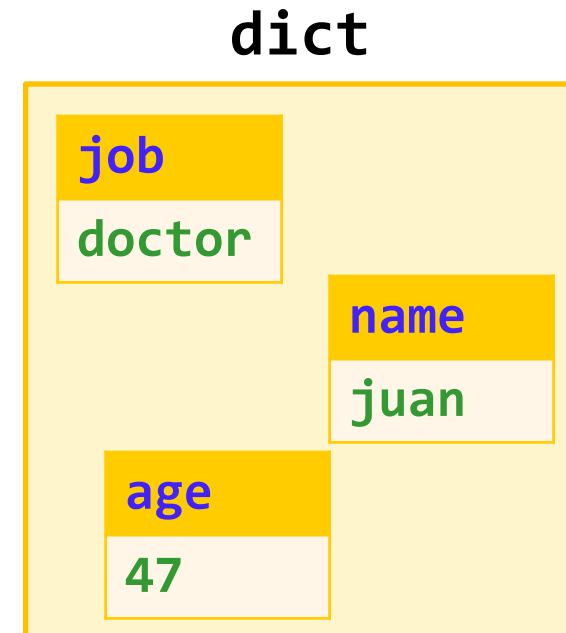


Advantages of Dictionaries

- Dictionaries store vast amounts of data
- Retrieval of information must be *efficient*
- *Logical* structure of data is more important than *physical* structure of data (in memory)

list

0	1	2
doctor	juan	47



Dictionary Requirements

- Keys **must be** unique
 - Old value will be replaced with new value
- Keys **must be** immutable
 - string, number or tuple
- Values are **not** have to be unique
- Value can be immutable or mutable

Dictionary Keys

- Has UNIQUE keys (only one of each)
- But...can have different keys with the same value

Valid

- Unique keys
- Repeated values



```
info = {"name"      : "juan",  
        "nickname" : "juan",  
        ...  
}
```

Invalid

- Repeated keys



```
info = {"name"      : "juan",  
        "name"      : "john",  
}
```


Dictionaries

- Create a dictionary
- Access values
 - Use a key to retrieve a value
 - Testing for a key with the **in** operator before retrieving a value
 - Use the **get()** method to retrieve a value
- Add a key-value pair
- Replace a key-value pair
- Delete a key-value pair

Dictionary Methods

Method	Description
<code>len(dict)</code>	Returns number of entries in dict
<code>dict.get(key, [default])</code>	Returns the value of key. If key doesn't exist, then the optional default is returned. If key doesn't exist and default isn't specified, then None is returned.
<code>dict.pop(key, [default])</code>	Removes the key and returns the value. If key doesn't exist, then the optional default is returned. If key doesn't exist and default isn't specified, then None is returned.
<code>dict.keys()</code>	Returns a list of all the keys in a dictionary.
<code>dict.values()</code>	Returns a list of all the values in a dictionary.
<code>dict.items()</code>	Returns a list of all the items in a dictionary. Each item is a two-element tuple (key, value)
<code>del dict[key]</code>	Removes the key. If key doesn't exist, then an error is generated.

Creating Dictionaries

- Create empty dictionary
- Create dictionary with keys

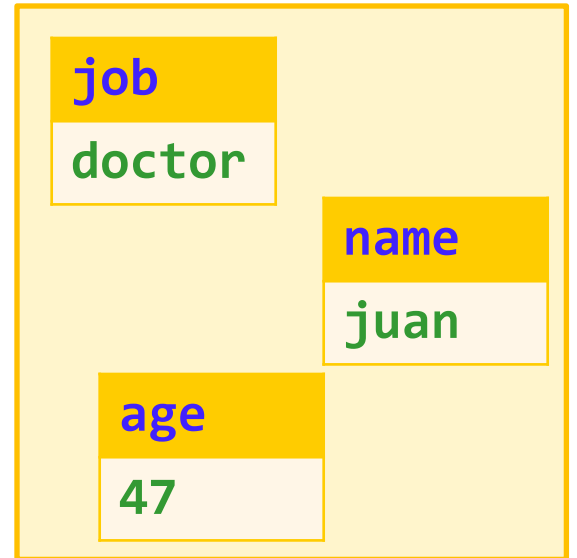
```
stuff = { }
```

```
info = {  
    "name": "juan",  
    "age": 47,  
    "job": "doctor"  
}
```

stuff



info



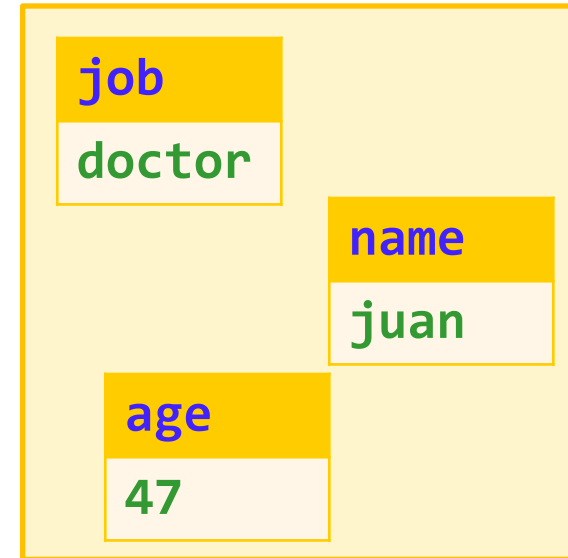
Reading from Dictionary

- Use key

```
username = info["name"]
```

#username has value "juan"

info



Reading from Dictionary

- Error if key is not in dictionary

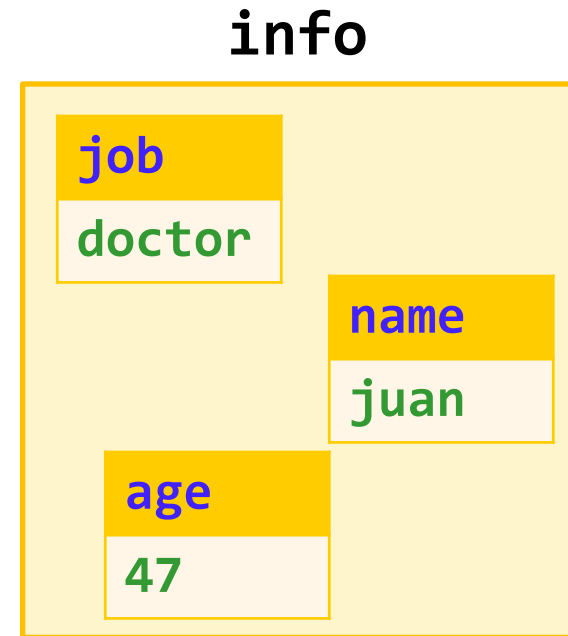
```
username = info["hobby"]
```

#error – key doesn't exist

- Error if you use value

```
username = info["juan"]
```

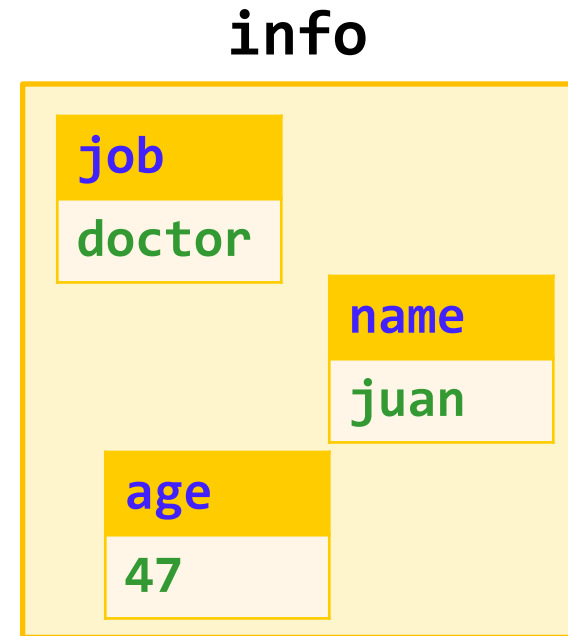
#error – key doesn't exist



Reading from Dictionary

- With **for** loop
- ```
for key in info:
 print(info[key])
```

doctor  
47  
juan

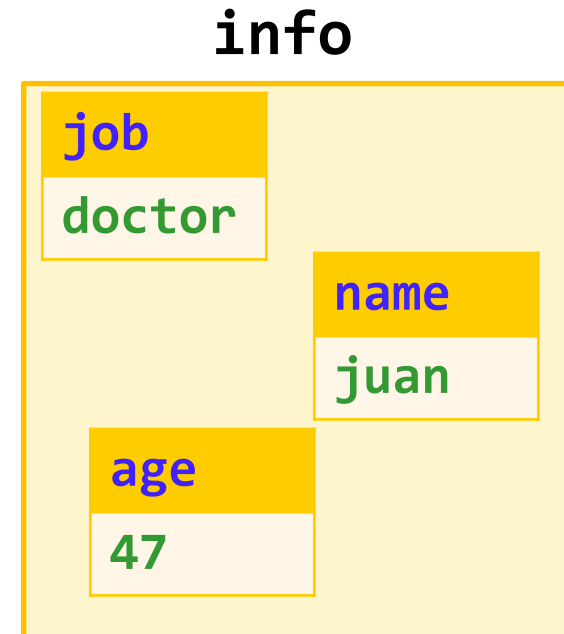


# Reading from Dictionary

- With **for** loop

```
for key in info:
 print(key, ":", info[key])
```

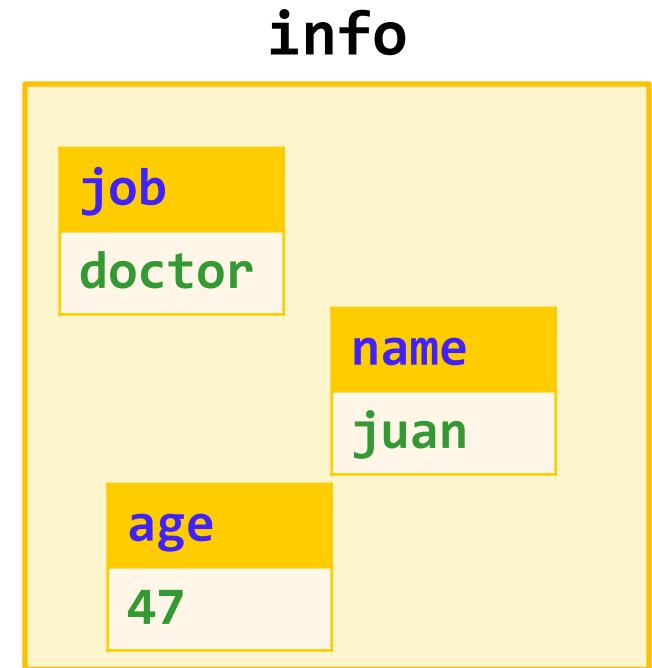
```
job : doctor
name : juan
age : 47
```



# Adding Key/Values to Dictionary

- Use key

`info["kids"] = 2`

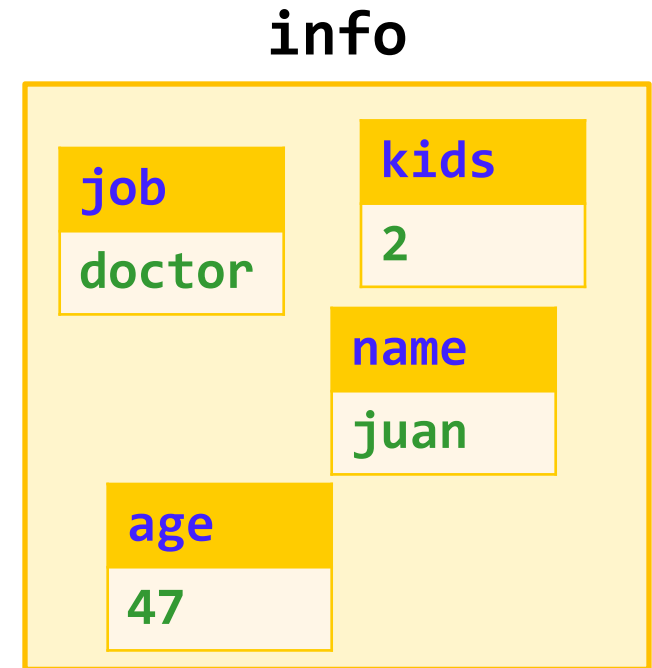




# Adding Key/Values to Dictionary

- Use key

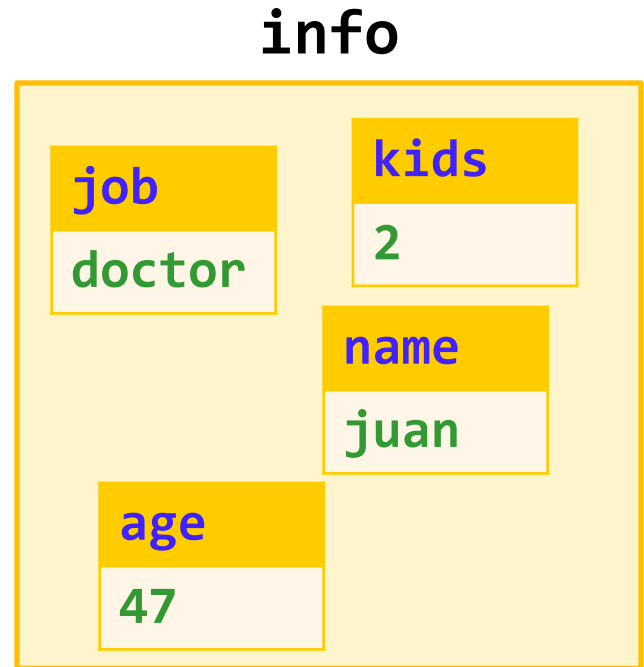
`info["kids"] = 2`



# Replacing Key/Values

- Use key

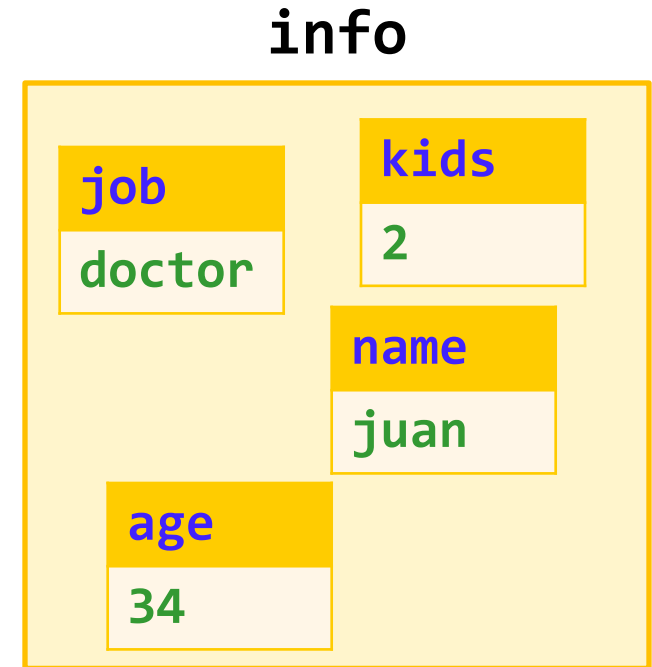
**info**["age"] = 34



# Replacing Key/Values

- Use key

`info["age"] = 34`



# Common Dictionary Operations

- Size of dictionary

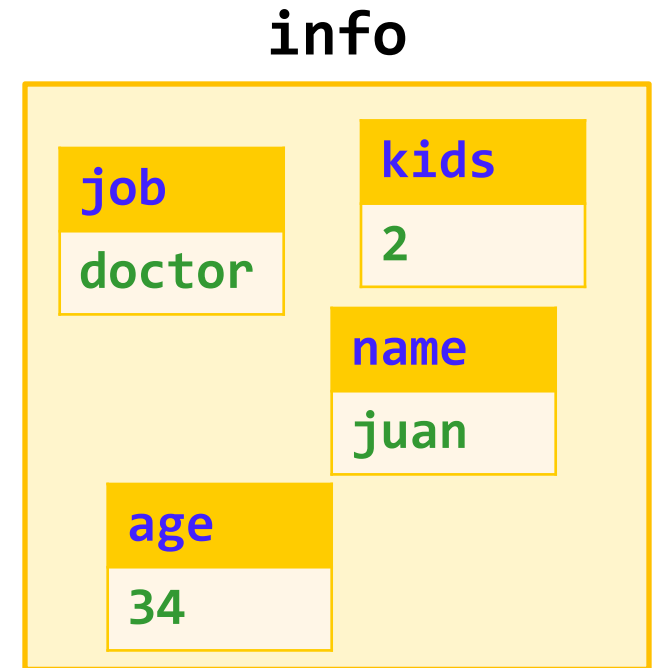
```
size = len(info)
```

*#size is 4*

- Check for keys

```
if "age" in info:
```

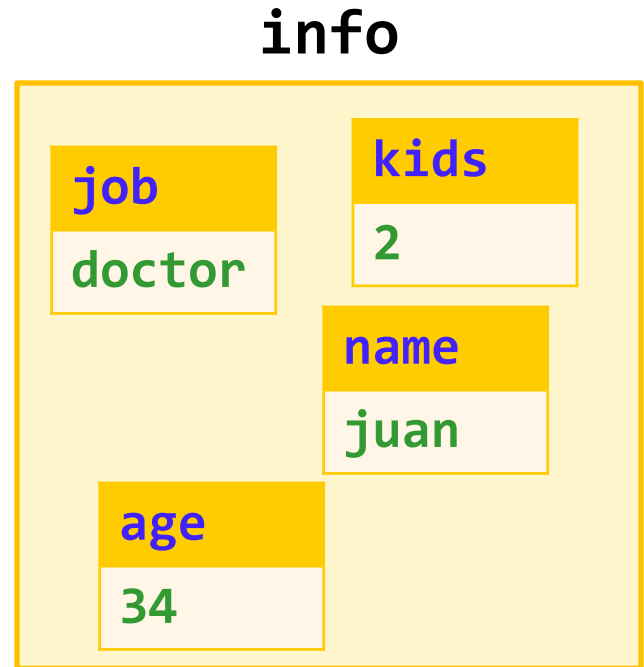
```
 print("Found key age")
```



# Deleting Keys

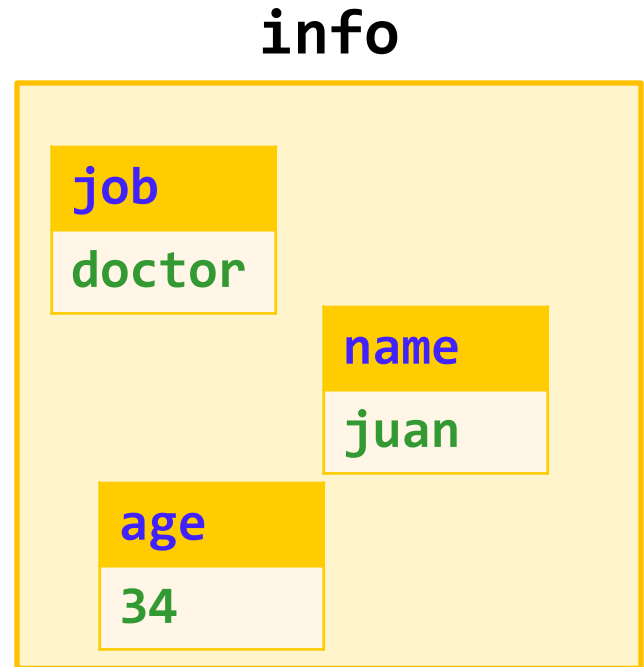
- Use key

```
del info["kids"]
```



# Deleting Keys

- Use key  
`del info["kids"]`



# Deleting Keys

- Always check if key exist first

```
del info["hobby"]
```

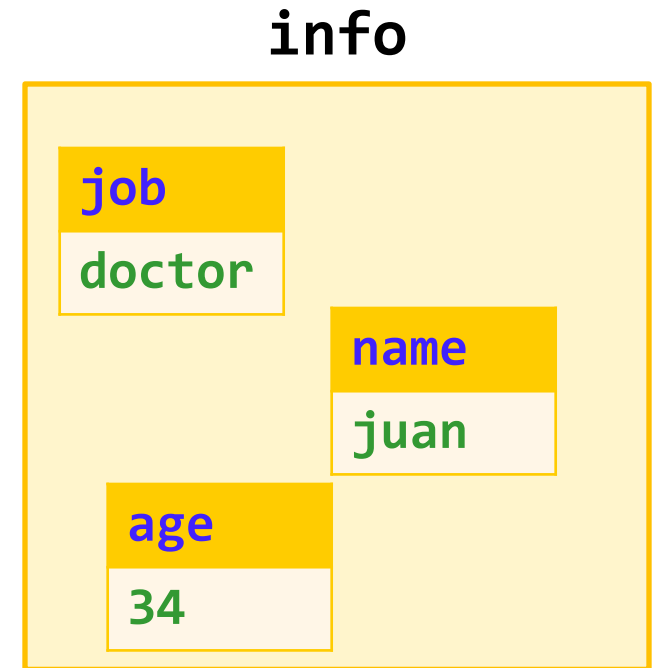
*#Error! Key not found*

- Instead...

```
if "hobby" in info:
```

```
 del info["hobby"]
```

*#Not found, but no error*



# Related Operations

- Get **list** of *all* keys

```
keyList = info.keys()
print(keyList)
```

Output

```
["job", "age", "name"]
```

- Get **list** of *all* values

```
valuesList = info.values()
print(valuesList)
```

Output

```
["juan", 47, "doctor"]
```



# Time Comparison

- Data structures
  - List
  - Tuple
  - Dictionary
  - Set (think *"a collection with no duplicate items"*)
- Compare time to store 11 million words from a text file into a data structure
- Compare time to check if a randomly selected word is in data structure

# Time Comparison

- Demo

# Sets

- Mutable data type
- Store unordered, non-duplicate values
  - Like **sets** in math

# Set Operation

- Create empty set

```
set1 = set()
```

- Create set

```
set1 = {"dog", "cat"}
```

set1

|     |     |
|-----|-----|
| dog | cat |
|-----|-----|

- Create set from list

```
list1 = ["a", "b", "a"]
```

list1

| 0 | 1 | 2 |
|---|---|---|
| a | b | a |

```
set1 = set(list1)
```

set1

|   |   |
|---|---|
| a | b |
|---|---|

# Set Operation

```
set1 = {"a", "b"}
```

set1

|   |   |
|---|---|
| a | b |
|---|---|

- Length

```
l = len(s)
```

- Check for element

```
if "a" in s:
 print("Found it!")
```

# Set Operation

```
set1 = {"a", "b"}
```

set1

|   |   |
|---|---|
| a | b |
|---|---|

- Add elements

```
set1.add("a")
```

set1

|   |   |
|---|---|
| a | b |
|---|---|

```
set1.add("x")
```

set1

|   |   |   |
|---|---|---|
| a | b | x |
|---|---|---|

- Remove elements

```
if "a" in set1:
```

```
 set1.remove("a")
```

set1

|   |   |
|---|---|
| b | x |
|---|---|

*Always check if element is in set*

# Set Methods

setA 1 2 3
     
 setB 3 4

| Method               | Syntax      | Result       | Description                                          |
|----------------------|-------------|--------------|------------------------------------------------------|
| union                | setA   setB | {1, 2, 3, 4} | Set of elements in <b>either setA or setB</b>        |
| intersection         | setA & setB | {3}          | Set of elements in <b>both setA and setB</b>         |
| difference           | setA - setB | {1, 2}       | Set of elements in <b>setA, but not setB</b>         |
| symmetric difference | setA ^ setB | {1, 2, 4}    | Set of elements in <b>setA or setB, but not both</b> |

# Sets vs. Lists

- Lists can have duplicate elements; sets do not
- Lists are ordered; sets are unordered
- Checking if an element is in set is *significantly faster* than in a list
  - Sets are **hashable**
- Hash functions are very efficient methods of retrieving data