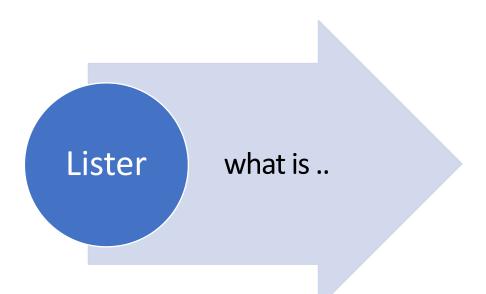
Datatyper f

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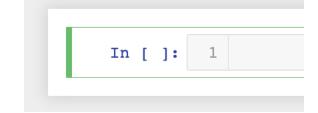


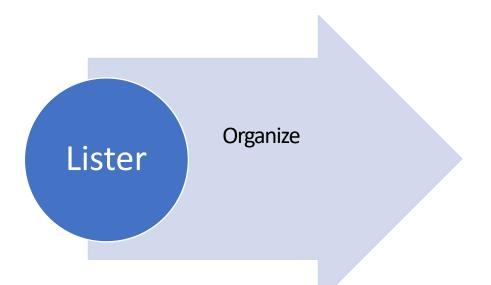
- A list is a **collection** of items in a **particular** order.
- You can put anything you want into a list, and the items in your list don't have to be related in any particular way

```
In [ ]: 1
```



- To change an element, use the name of the list followed by the index of the element you want to change, and then provide the new value you want that item to have
- You can add a new element at any position in your list by using the insert()method.
- The **append**() method makes it easy to build lists dynamically.
- You can remove an item from
 - any position in a list using the **del** statement if you know its index
 - The **pop**() method removes the last item in a list
 - If you only know the value of the item you want to remove, you can use the **remove**() method.



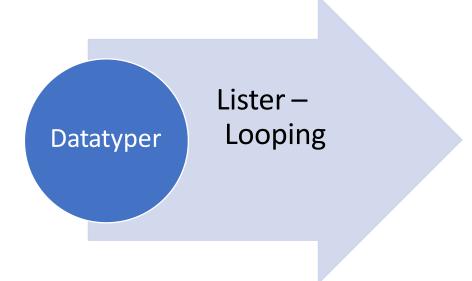


- Python's sort() method makes it easy to sort a list.
 - default alphabtically
 - sort(**reverse**=True)
- To maintain the **original order** of a list but present it in a sorted order, you can use the **sorted()** function.
- To reverse the original order of a list, you can use the reverse() method
- You can find the length of a list by using the **len()** function.

```
In [ ]: 1
```

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magicians = ['alice', 'david', 'carolina']
for magician in magicians:
 print(magician)

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Looping allows you to take the **same action**, or set of actions, with every item in a list. As a result, you'll be able to work efficiently with lists **of any length**, including those with thousands or even millions of items



When you're using loops for the first time, keep in mind that the set of steps is **repeated once for each item** in the list

Python uses **indentation** to determine how a line, or group of lines, is related to the rest of the program

Lister – Looping

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In []: 1	

NOTE

Sometimes your loop will run without any errors but won't produce the expected result.



4-2. Animals: print out the n

```
In [ ]: 1 |
```

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Lister – Looping

```
squares = []
for value in range(1, 11):
    square = value ** 2
    squares.append(square)
print(squares)
```

Vigtigt eksempel!

```
In [ ]: 1
```

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Lists are ideal for storing **sets of numbers**, and Python provides a variety of **tools** to help you work efficiently with lists of numbers.

- the **range**() function to print a series of numbers
- Using range() to Make a **List of Numbers**
- use the range() function to tell Python to **skip** numbers in agiven range



Lister – comprehension

```
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```

A list comprehension **combines** the **for** loop and the creation of new elements into one line, and **automatically** appends each new element

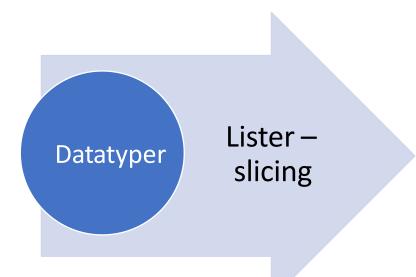
```
bikemsg = []
for bike in mybikes:
    msg=f"Her er min {bike}"
bikemsg.append(msg)

bikemsg = [f"Her er min {bike}" for bike in mybikes]

bikemsg.append(msg)
```

4-3. Counting to Twenty: Use a for loop

```
1 mynumbers=range(1,21)
```

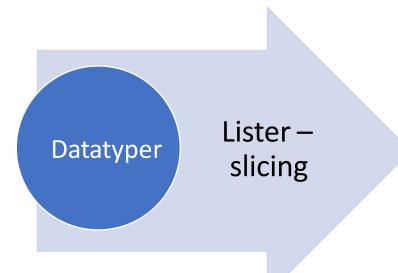


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To make a **slice**, you specify the index of the first and last elements you want to work with. Python stops one item **before** the second index you specify

- players[0:3]
- players[:4]
- players[2:]
- players[-3:]





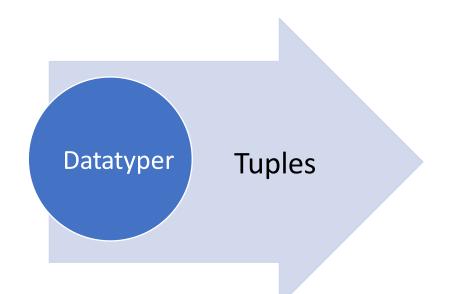
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To copy a list, you can make a slice that includes the entire original list by omitting the first index and the second index ([:])

NOTE

Basically, if you're trying to work with a copy of a list and you see unexpected behavior, make sure you are copying the list using a slice





A tuple looks just like a list except you use **parentheses** instead of square brackets.

Tuples are **immutable.** Use them when you want to store a set of values that should **not** be changed throughout the life of a program

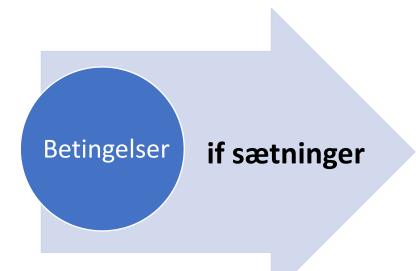
```
1 size=(600,400)

1 size[0]

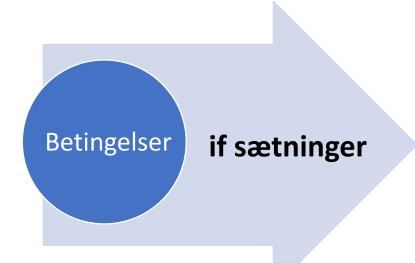
600

1 size[0]=122

TypeError
```



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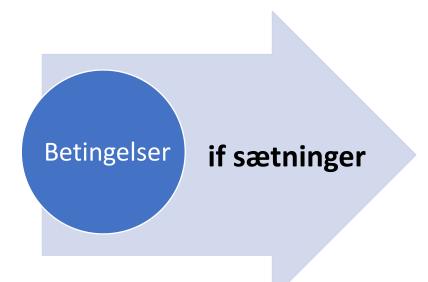
Boolean values - True,

False - provide an efficient way to track the state of a program or a particular condition that is important in your program.

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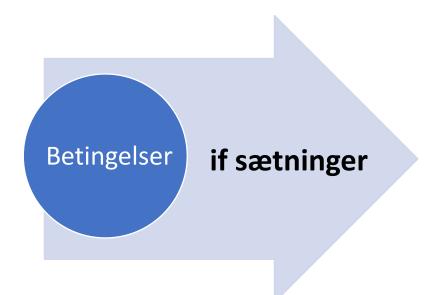
At the heart of **every if statement** is an **expression** that can be **evaluated** as **True or False** and is called a conditional test.

- Single condition:
 - if age == 18:
 - if age > 18:
 - if age < 18:
 - if age != 18:
- Multiple conditions
 - if (age > 67) or (age < 18):
 - if (age > 67) and (age < 18):
- Element in list
 - if "Trek" **in** mybikes:
 - if "Trek" **not in** mybikes:



```
IF STATEMENTS
1 car="Audi"
In [22]:
   2 print(car=="Subaru")
   3 print(car.lower()=='audi')
  False
   True
    ages=list(range(0,100,10))
In [34]:
    ages.append(32)
    age lone=21
    age birgit=42
    age kurt=21
    print(age_lone > age_birgit)
    print(age lone > age kurt)
    print(age lone >= age kurt)
    print(f"is 40 in ages? {40 in ages}")
   False
   False
   True
   is 40 in ages? True
```

71



Simple if Statements
if-else Statements
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Exercise 5-7: Favorite Fruit

Simple if Statements

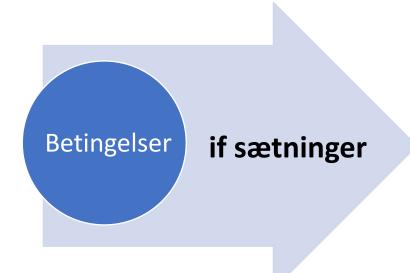
The simplest kind of if statement has one test and one action:

if conditional_test:
 do something



NOTE

Indentation plays the same role in if statements as it did in for loops. **All indented lines** after an if statement **will be executed if the test passes**, and the entire block of indented lines will be ignored if the test does not pass.



Statements
Simple if Statements
if-else Statements
The if-elif-else Chain
Using Multiple elif Blocks
Omitting the else Block
Testing Multiple Conditions
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Exercise 5-6: Stages of Life
Exercise 5-7: Favorite Fruit

Often, you'll want to take one action when a conditional test passes and a different action in all other cases. Python's if-else syntax makes this possible.

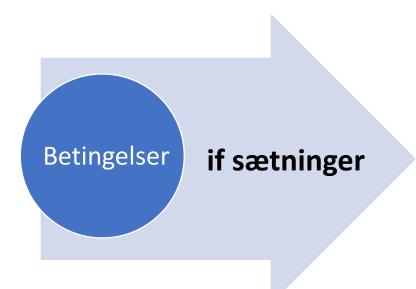
action if condition: elif: action action2 else: elif: other action action2 else:

if condition: final-action

Python executes only one block in an if-elif-else chain. It runs each conditional test in order until one passes. When a test passes, the code following that test is executed and Python skips the rest of the tests.

The else block is a catchall statement – so you may want to skip it!

NOTE



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5-3. Alien Colors #1: Imagine an alien was just she

you got 5

Betingelser	if & lister

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Exercise 5	: No Users
Exercise 5	0: Checking Usernames
Exercise 5	1: Ordinal Numbers

You can do some interesting work when you combine lists and if statements. You can watch for special values that need to be treated differently than other values in the list. You can manage changing conditions efficiently, such as the availability of certain items in a restaurant throughout a shift. You can also begin to prove that your code works as you expect it to in all possible situations



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5-10. Checking Usernames: Do the following to create a program that simulates how websites ensure that everyone has a unique username.

- Make a list of five or more usernames called current_users.
- Make another list of five usernames called new_users. Make sure one or two of the new usernames are also in the current_users list.
- Loop through the new_users list to see if each new username has already been used. If it has, print a message that the person will need to enter a new username. If a username has not been used, print a message saying that the username is available.
- Make sure your comparison is case insensitive. If 'John' has been used,
 'JOHN' should not be accepted. (To do this, you'll need to make a copy of
 current users containing the lowercase versions of all existing users.)