## COMPUTER SCIENCE MENTORS 61A

February 20–February 24, 2023

## Sequences

Sequences are ordered data structures that have length and support element selection. Here are some common types of sequences you'll be dealing with in this class:

```
• Lists: [1, [2], 'a', lambda x: 5]
• Tuples: (1, (2,), 'a', lambda x: 5)
• Strings: 'Hello World!'
```

While each type of sequence is different, they all share a common interface for manipulating and accessing their data:

• **Item selection**: Use square brackets to select an element at an index:

```
(3, 1, 2)[0] \rightarrow "3", "Hello"[-1] \rightarrow "o"
```

• **Length**: The built-in **len** function returns the length of a sequence:

```
len((1,2)) \to 2
```

• Concatenation: Sequences can be concatenated with the + operator, which returns a *new* sequence:

```
[1, 2] + [3, 4] \rightarrow [1, 2, 3, 4]
```

• **Membership**: The **in** operator tests for sequence membership:

```
1 in (1, 2, 3) \rightarrow True, 5 not in (1, 2, 3) \rightarrow True, "apple" in "snapple" \rightarrow True
```

Membership in Strings vs. Lists and Tuples: As a short aside, while the in operator works the same for lists and tuples, checking if an element is contained within the list/tuple container, the in operator instead for strings checks for direct substrings rather than the existence of distinct elements within the string.

• **Looping**: Sequences can be looped through with **for** loops:

```
>>> for x in [1, 2, 3]:
        print(x)
1
2
3
```

• **Aggregation**: Common built-in functions—including **sum**, **min**, and **max**—can take sequences and aggregate them into a single value:

```
\max((3, 4, 5)) \rightarrow 5
```

• **Slicing**: Slicing is a way to create a copy of all or part of a sequence. The general syntax for slicing a sequence seq is as follows:

```
seq[<start index>:<end index>:<step size>]
```

This evaluates to a new sequence that includes every element starting at <start index> and up to and excluding <end index> in seq, taking steps of size <step size>.

If we do not supply <start index> or <end index>, it will start at the beginning of the sequence and include every element up to and including the end of the sequence.

```
>>> lst = [1, 2, 3, 4, 5]
>>> lst[2:]
[3, 4, 5]
>>> lst[:3]
[1, 2, 3]
>>> lst[::-1]
[5, 4, 3, 2, 1]
>>> lst[1::2]
[2, 4]
```

**List comprehensions**, which only apply to lists, are a concise and powerful method to create a new list from another sequence. The syntax for a list comprehension is

```
[<expression> for <element> in <sequence> if <condition>]
```

We could equivalently write the following:

```
lst = []
for <element> in <sequence>:
    if <condition>:
        lst = lst + [<expression>]
```

The **if** <condition> filter statement is optional. The following list comprehension doubles each odd element of [1, 2, 3, 4]:

```
>>> [i * 2 for i in [1, 2, 3, 4] if i % 2 != 0] [2, 6]
```

Equivalent in **for** loop syntax:

```
lst = []
for i in [1, 2, 3, 4]:
    if i % 2 != 0:
        lst = lst + [i * 2]
```

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1. What would Python display? Draw box-and-pointer diagrams for the following:

```
>>> a = [1, 2, 3]
>>> a
[1, 2, 3]
>>> a[2]
3
>>> a[-1]
3
>>> b = a
>>> a = a + [4, [5, 6]]
>>> a
[1, 2, 3, 4, [5, 6]]
>>> b
[1, 2, 3]
>>> c = a
>>> a = [4, 5]
>>> a
[4, 5]
>>> C
[1, 2, 3, 4, [5, 6]]
>>> d = c[3:5]
>>> c[3] = 9
>>> d
[4, [5, 6]]
>>> c[4][0] = 7
>>> d
[4, [7, 6]]
```

```
>>> c[4] = 10
>>> d
[4, [7, 6]]
>>> c
[1, 2, 3, 9, 10]
```

2. What would Python display? Draw box-and-pointer diagrams to find out.

```
(a) L = [1, 2, 3]
B = L
B
```

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- 3. Write a list comprehension that accomplishes each of the following tasks.
  - (a) Square all the elements of a given list, 1st.

```
[x \star \star 2 for x in lst]
```

(b) Compute the dot product of two lists 1st1 and 1st2. *Hint*: The dot product is defined as  $lst1[0] \cdot lst2[0] + lst1[1] \cdot lst2[1] + ... + lst1[n] \cdot lst2[n]$ . The Python **zip** function may be useful here.

```
sum([x * y for x, y in zip(lst1, lst2)])
```

(c) Return a list of lists such that a = [[0], [0, 1], [0, 1, 2], [0, 1, 2, 3], [0, 1, 2, 3, 4]].

```
a = [[x for x in range(y)] for y in range(1, 6)]
```

(d) Return the same list as above, except now excluding every instance of the number 2: b = [0], [0, 1], [0, 1], [0, 1, 3], [0, 1, 3, 4].

```
b = [[x \text{ for } x \text{ in range}(y) \text{ if } x != 2] \text{ for } y \text{ in range}(1, 6)]
```

4. Fill in the methods below according to the doctests.

For an additional challenge, try out the following:

**Hint:** You can sum ranges. E.g. sum (range (3)) gives us 0 + 1 + 2 = 3.

```
def gen_list(n):
    return [[i for i in range(j+1)] for j in range(n)]

def gen_increasing(n):
    return [[i for i in range(sum(range(j+1)), sum(range(j+1)) + j+1)]
        for j in range(n)]

\textit{An alternate solution for gen_increasing is:}

def gen_increasing(n):
    return [[i + sum(range(j + 1)) for i in range(j + 1)] for j in
        range(n)]
```

## 2 Dictionaries

Dictionaries are another useful Python data structure that store a collection of items. However, instead of assigning each item a numerical index, each **value** in a dictionary is mapped to by some **key**.

Dictionaries are denoted with curly braces and use much of the same syntax as sequences—including item selection with square brackets, membership testing with **in**, and length checking with **len**. Consider the following "Big" example:

```
>>> big_game_wins = {"Cal": 48, "Stanford": 65}
>>> big_game_wins
{"Cal": 48, "Stanford": 65}
>>> big game wins["Stanford"]
>>> big_game_wins["Cal"]
48
>>> big_game_wins["Cal"] += 1
>>> big_game_wins["Cal"]
49
>>> list(big_game_wins.keys())
["Cal", "Stanford"]
>>> list(big_game_wins.values())
[49, 65]
>>> "Cal" in big_game_wins
>>> "Tie" in big_game_wins
False
>>> 65 in big_game_wins
False
```

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```
>>> big_game_wins["Tie"]
KeyError: Tie
>>> big_game_wins["Tie"] = 11
>>> big_game_wins["Tie"]
11
```

1. Complete the function snapshot, which takes a single-argument function f and a list snap\_inputs and returns a "snapshot" of f on snap\_inputs. A "snapshot" is a dictionary where the keys are the provided snap\_inputs and the values are the corresponding outputs of f on each input.

2. Write a function <code>count\_t</code>, which takes in a dictionary <code>d</code> and a string word. The function should count the instances of the letter "t" in word and add a key-value pair to the dictionary. The key will be word and the value will be the number of "t"s in word

```
def count_t(d, word):
    """
    >>> words = {}
    >>> count_t(words, "tatter")
    >>> words["tatter"]
    3
    >>> count_t(words, "tree")
    >>> words
    {'tatter': 3, 'tree': 1}
    """
    ______

for _____:
    if ______:
```

```
count = 0
for c in word:
    if c == 't':
        count += 1
d[word] = count
```

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3. A digraph is any pair of immediately adjacent letters; for example, "otto" contains three digraphs: "ot", "tt", and "to". Write a function count\_digraphs, which takes a piece of text and a list of letters alphabet and analyzes the frequency of diagraphs in text. Specifically, count\_digraphs returns a dictionary whose keys are the valid digraphs of text and whose values are the number of times each digraph occurred. (A digraph is valid if it is formed out of letters from the specified alphabet.)

```
def count_digraphs(text, alphabet):
   >>> count_digraphs("otto", ['o', 't'])
    {'ot': 1, 'tt': 1, 'to': 1}
   >>> count_digraphs("otto", ['t'])
    {'tt': 1}
   >>> count_digraphs("6161 6", ['6', '1'])
    {'61': 2, '16': 1}
   freq = {}
           digraph = _____
   return freq
def count_digraphs(text, alphabet):
   freq = {}
   for i in range(len(text) - 1):
       if text[i] in alphabet and text[i + 1] in alphabet:
           digraph = text[i] + text[i + 1]
           if digraph in freq:
               freq[digraph] += 1
           else:
               freq[digraph] = 1
   return freq
```