

# **Business Intelligence-relaterade programspråk**

# What is Python?

- It is used for:
  - web development (server-side),
  - software development,
  - mathematics,
  - system scripting.
- What can Python do?
  - Python can be used on a server to create web applications.
- Python can be used alongside software to create workflows.
- Python can connect to database systems. It can also read and modify files.
- Python can be used to handle big data and perform complex mathematics.
- Python can be used for rapid prototyping, or for production-ready software development.

# What is Python?

- Why Python?
  - Python works on different platforms (Windows, Mac, Linux, Raspberry Pi, etc).
  - Python has a simple syntax similar to the English language.
  - Python has syntax that allows developers to write programs with fewer lines than some other programming languages.
- Python runs on an interpreter system, meaning that code can be executed as soon as it is written. This means that prototyping can be very quick.
- Python can be treated in a procedural way, an object-oriented way or a functional way.

# What is Python?

- Good to know
  - The most recent major version of Python is Python 3. However, Python 2, although not being updated with anything other than security updates, is still quite popular.
  - In this tutorial Python will be written in a text editor. It is possible to write Python in an Integrated Development Environment, such as Visual Studio Code, Thonny, Pycharm, Netbeans or Eclipse which are particularly useful when managing larger collections of Python files.
- Python Syntax compared to other programming languages
  - Python was designed for readability, and has some similarities to the English language with influence from mathematics.
  - Python uses new lines to complete a command, as opposed to other programming languages which often use semicolons or parentheses.
  - Python relies on indentation, using whitespace, to define scope; such as the scope of loops, functions and classes. Other programming languages often use curly-brackets for this purpose.

# Köra Python-filer

- Detta gjorde vi senast. Vi skriver Python kod i en fil, t ex `hello.py`, och kör den genom att trycka på Run-knappen.
- Vi kan även köra vårt program genom att skriva `python hello.py`.

```
C:\Users\Your Name>python helloworld.py  
Hello, World!
```

# Köra Python-skalet

- Om vi bara skriver `python` kommer vi att hamna i Python-skalet. Där kan vi skriva Python-kod utan filer.
- Avsluta skalet genom att skriva `exit()` eller trycka *ctrl* + *d*.

```
C:\Users\Your Name>python
Python 3.6.4 (v3.6.4:d48eceb, Dec 19 2017, 06:04:45) [MSC v.1900 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license" for more information.
>>> print("Hello, World!")
Hello, World!
```

# Python Syntax

## Python Indentation

- Indentation refers to the spaces at the beginning of a code line.
- Where in other programming languages the indentation in code is for readability only, the indentation in Python is very important.
- Python uses indentation to indicate a block of code.

```
if 5 > 2:  
    print("Five is greater than two!")
```

- Python will give you an error if you skip the indentation.
- The number of spaces is up to you as a programmer, but it has to be at least one.

# Python Variables

- In Python, variables are created when you assign a value to it

```
x = 5  
y = "Hello, World!"
```

- Python has no command for declaring a variable.
- Variables do not need to be declared with any particular type, and can even change type after they have been set.

```
x = 4          # x is of type int  
x = "Sally"    # x is now of type str
```



# Python Variables

## Data types

- You can get the data type of a variable with the `type()` function.

```
x = 5
y = "John"
print(type(x)) # <class 'int'>
print(type(y)) # <class 'str'>
```

# Python Variables

## Casting

- If you want to specify the data type of a variable, this can be done with casting.

```
x = str(3)      # x will be '3'  
y = int(3)      # y will be 3  
z = float(3)    # z will be 3.0
```

# Python

## Single or Double Quotes

- String variables can be declared either by using single or double quotes.

```
x = "John"
```

```
# is the same as
```

```
x = 'John'
```

# Python

## Case-Sensitive

- Variable names are case-sensitive.

```
a = 4  
A = "Sally"  
# A will not overwrite a
```

# Python

## Case-Sensitive

- Variable names are case-sensitive.

```
a = 4  
A = "Sally"  
# A will not overwrite a
```

# Python

## Variable Names

- A variable can have a short name (like x and y) or a more descriptive name (age, carname, total\_volume). Rules for Python variables:
  - Must start with a letter or the underscore character
  - Cannot start with a number
  - Can only contain alpha-numeric characters and underscores (A-z, 0-9, and \_)
  - Case-sensitive (age, Age and AGE are three different variables)

- Legal variable names:

```
myvar = "John"  
my_var = "John"  
_my_var = "John"  
myVar = "John"  
MYVAR = "John"  
myvar2 = "John"
```

- Illegal variable names:

```
2myvar = "John"  
my-var = "John"  
my var = "John"
```

# Python

## Multi Words Variable Names

- Variable names with more than one word can be difficult to read.
- There are several techniques you can use to make them more readable:
- **Camel Case**
  - Each word, except the first, starts with a capital letter.

```
myVariableName = "John"
```

- **Pascal Case**
  - Each word starts with a capital letter.

```
MyVariableName = "John"
```

- **Snake Case**
  - Each word is separated by an underscore character.

```
my_variable_name = "John"
```

# Python

## Assign values

- Many Values to Multiple Variables
  - Python allows you to assign values to multiple variables in one line.

```
x, y, z = "Orange", "Banana", "Cherry"
```

- One Value to Multiple Variables
  - And you can assign the same value to multiple variables in one line:

```
x = y = z = "Orange"
```

- Unpack a Collection
  - If you have a collection of values in a list, tuple etc. Python allows you extract the values into variables. This is called unpacking.
  - More on collections later

```
fruits = ["apple", "banana", "cherry"]  
x, y, z = fruits
```



# Python

## Output Variables

- The Python print statement is often used to output variables.
- To combine both text and a variable, Python uses the + character.

```
x = "awesome"  
print("Python is " + x)
```

- You can also use the + character to add a variable to another variable.

```
x = "Python is "  
y = "awesome"  
z = x + y  
print(z)
```

- If you try to combine a string and a number, Python will give you an error.

```
x = 5  
y = "John"  
print(x + y)
```

# Python

## Variable scope - Global variables

- Variables that are created outside of a function (as in all of the examples above) are known as global variables.
- Global variables can be used by everyone, both inside of functions and outside. (More on functions later.)

```
x = "awesome"
```

```
def myfunc():  
    print("Python is " + x)
```

```
myfunc()
```

# Python

## Variable scope - Local variables

- If you create a variable with the same name inside a function, this variable will be local, and can only be used inside the function. The global variable with the same name will remain as it was, global and with the original value.

```
x = "awesome"
```

```
def myfunc():  
    x = "fantastic"  
    print("Python is " + x)  # Python is fantastic
```

```
myfunc()
```

```
print("Python is " + x)  # Python is awesome
```

# Python

## Variable scope - The global Keyword

- Normally, when you create a variable inside a function, that variable is local, and can only be used inside that function.
- To create a global variable inside a function, you can use the global keyword.

```
def myfunc():  
    global x  
    x = "fantastic"
```

```
myfunc()  
print("Python is " + x)    # Python is fantastic
```

# Python

## Variable scope - The global Keyword

- Also, use the global keyword if you want to change a global variable inside a function.

```
x = "awesome"
```

```
def myfunc():  
    global x  
    x = "fantastic"
```

```
myfunc()  
print("Python is " + x)    # Python is fantastic
```

# Python

## Setting the Data Type

- In Python, the data type is set when you assign a value to a variable.

Example	Data Type
<code>x = "Hello World"</code>	str
<code>x = 20</code>	int
<code>x = 20.5</code>	float
<code>x = 1j</code>	complex
<code>x = ["apple", "banana", "cherry"]</code>	list
<code>x = ("apple", "banana", "cherry")</code>	tuple
<code>x = range(6)</code>	range
<code>x = {"name" : "John", "age" : 36}</code>	dict
<code>x = {"apple", "banana", "cherry"}</code>	set
<code>x = frozenset({"apple", "banana", "cherry"})</code>	frozenset
<code>x = True</code>	bool
<code>x = b"Hello"</code>	bytes
<code>x = bytearray(5)</code>	bytearray
<code>x = memoryview(bytes(5))</code>	memoryview

# Python

## Setting the Data Type

- If you want to specify the data type, you can use the following constructor functions.

Example	Data Type
<code>x = str("Hello World")</code>	str
<code>x = int(20)</code>	int
<code>x = float(20.5)</code>	float
<code>x = complex(1j)</code>	complex
<code>x = list(("apple", "banana", "cherry"))</code>	list
<code>x = tuple(("apple", "banana", "cherry"))</code>	tuple
<code>x = range(6)</code>	range
<code>x = dict(name="John", age=36)</code>	dict
<code>x = set(("apple", "banana", "cherry"))</code>	set
<code>x = frozenset(("apple", "banana", "cherry"))</code>	frozenset
<code>x = bool(5)</code>	bool
<code>x = bytes(5)</code>	bytes
<code>x = bytearray(5)</code>	bytearray
<code>x = memoryview(bytes(5))</code>	memoryview

# Python

## Multiline Strings

- You can assign a multiline string to a variable by using three quotes.

```
a = """Lorem ipsum dolor sit amet,  
consectetur adipiscing elit,  
sed do eiusmod tempor incididunt  
ut labore et dolore magna aliqua."""
```



# Python

## Strings are Arrays

- Like many other popular programming languages, strings in Python are arrays of bytes representing unicode characters.
- However, Python does not have a character data type, a single character is simply a string with a length of 1.
- Square brackets can be used to access elements of the string.
- The first character has the position 0.

```
a = "Hello, World!"  
print(a[1])
```

# Python

## Looping Through a String

- Since strings are arrays, we can loop through the characters in a string, with a for loop.

```
for x in "banana":  
    print(x)
```

# Python

## String Length

- To get the length of a string, use the `len()` function.

```
a = "Hello, World!"  
print(len(a))
```

# Python

## Check String

- To check if a certain phrase or character is present in a string, we can use the keyword `in`.

```
txt = "The best things in life are free!"  
print("free" in txt)
```

```
txt = "The best things in life are free!"  
print("expensive" not in txt)
```

# Python

## Slicing

- You can return a range of characters by using the slice syntax.
- Specify the start index and the end index, separated by a colon, to return a part of the string.

```
b = "Hello, World!"  
print(b[2:5])          # llo
```

# Python

## Slicing

- You can return a range of characters by using the slice syntax.
- Specify the start index and the end index, separated by a colon, to return a part of the string.

```
b = "Hello, World!"  
print(b[2:5])           # llo  
print(b[:5])            # Hello  
print(b[2:])            # llo, World!
```

- Use negative indexes to start the slice from the end of the string.

```
b = "Hello, World!"  
print(b[-5:-2])         # orl
```

# Python

## Modify Strings

```
a = " Hello, World! "
```

```
print(a.upper())      # HELLO, WORLD!
print(a.lower())      # hello, world!
print(a.capitalize()) # Hello, world!
print(a.strip())       # Hello, world! (Removes white space.)
print(a.replace("H", "J")) # Jello, World!
print(a.split(", "))   # [' Hello', ' World! ']
```

# Python

## Escape character

- You will get an error if you use double quotes inside a string that is surrounded by double quotes.

```
txt = "We are the so-called "Vikings" from the north."
```

- To fix this problem, use the escape character \".

```
txt = "We are the so-called \"Vikings\" from the north."
```



# Python

## Escape character

- Other escape characters used in Python

Code	Result
\'	Single Quote
\\	Backslash
\n	New Line
\r	Carriage Return
\t	Tab
\b	Backspace
\f	Form Feed
\ooo	Octal value
\xhh	Hex value

# Python

## Evaluate boolean

```
x = "Hello"  
print(bool(x))
```

- Most Values are True
  - Almost any value is evaluated to True if it has some sort of content.
  - Any string is True, except empty strings.
  - Any number is True, except 0.
  - Any list, tuple, set, and dictionary are True, except empty ones.

# Python

## Evaluate boolean

```
x = "Hello"  
print(bool(x))
```

- Some Values are False
  - In fact, there are not many values that evaluate to `False`. Some exceptions:
    - Empty values, such as `()`, `[]`, `{}`, `""`, the number `0`, and the value `None`.
    - And of course the value `False` evaluates to `False`.

# Python

## Functions can Return a Boolean

```
def myFunction() :  
    return True
```

```
if myFunction():  
    print("YES!")  
else:  
    print("NO!")
```

# Python

## Evaluate boolean

- Python also has many built-in functions that return a boolean value, like the `isinstance()` function, which can be used to determine if an object is of a certain data type:

```
x = 200  
print(isinstance(x, int))
```

# Python

## Python Operators

- Arithmetic operators
- Assignment operators
- Comparison operators
- Logical operators
- Identity operators
- Membership operators
- Bitwise operators

# Python

## Python Arithmetic Operators

Operator	Name	Example
+	Addition	<code>x + y</code>
-	Subtraction	<code>x - y</code>
*	Multiplication	<code>x * y</code>
/	Division	<code>x / y</code>
%	Modulus	<code>x % y</code>
**	Exponentiation	<code>x ** y</code>
//	Floor division	<code>x // y</code>

# Python

## Python Assignment Operators

Operator	Example	Same As
=	x = 5	x = 5
+=	x += 3	x = x + 3
-=	x -= 3	x = x - 3
*=	x *= 3	x = x * 3
/=	x /= 3	x = x / 3
%=	x %= 3	x = x % 3
//=	x //= 3	x = x // 3
**=	x **= 3	x = x ** 3
&=	x &= 3	x = x & 3
=	x  = 3	x = x   3
^=	x ^= 3	x = x ^ 3
>>=	x >>= 3	x = x >> 3
<<=	x <<= 3	x = x << 3



# Python

## Python Comparison Operators

Operator	Name	Example
<code>==</code>	Equal	<code>x == y</code>
<code>!=</code>	Not equal	<code>x != y</code>
<code>&gt;</code>	Greater than	<code>x &gt; y</code>
<code>&lt;</code>	Less than	<code>x &lt; y</code>
<code>&gt;=</code>	Greater than or equal to	<code>x &gt;= y</code>
<code>&lt;=</code>	Less than or equal to	<code>x &lt;= y</code>

# Python

## Python Logical Operators

Operator	Description	Example
and	Returns True if both statements are true	<code>x &lt; 5 and x &lt; 10</code>
or	Returns True if one of the statements is true	<code>x &lt; 5 or x &lt; 4</code>
not	Reverse the result, returns False if the result is true	<code>not(x &lt; 5 and x &lt; 10)</code>

# Python

## Python Identity Operators

- Identity operators are used to compare the objects, not if they are equal, but if they are actually the same object, with the same memory location.

Operator	Description	Example
is	Returns True if both variables are the same object	x is y
is not	Returns True if both variables are not the same object	x is not y

# Python

## Python Membership Operators

- Membership operators are used to test if a sequence is presented in an object.

Operator	Description	Example
in	Returns True if a sequence with the specified value is present in the object	x in y
not in	Returns True if a sequence with the specified value is not present in the object	x not in y

# Python

## Python Bitwise Operators

- Bitwise operators are used to compare (binary) numbers.

Operator	Name	Description
&	AND	Sets each bit to 1 if both bits are 1
	OR	Sets each bit to 1 if one of two bits is 1
^	XOR	Sets each bit to 1 if only one of two bits is 1
~	NOT	Inverts all the bits
<<	Zero fill left shift	Shift left by pushing zeros in from the right and let the leftmost bits fall off
>>	Signed right shift	Shift right by pushing copies of the leftmost bit in from the left, and let the rightmost bits fall off

# Python

## Python Collections (Arrays)

- Arrays are collections of several values.
- There are four collection data types in the Python programming language:
  - **List** is a collection which is ordered and changeable. Allows duplicate members.
  - **Tuple** is a collection which is ordered and unchangeable. Allows duplicate members.
  - **Set** is a collection which is unordered and unindexed. No duplicate members.
  - **Dictionary** is a collection which is unordered and changeable. No duplicate members.

# Python

## Lists

- Lists are used to store multiple items in a single variable.
- Lists are one of 4 built-in data types in Python used to store collections of data, the other 3 are Tuple, Set, and Dictionary, all with different qualities and usage.
- Lists are created using square brackets.

```
this_list = ["apple", "banana", "cherry"]  
print(this_list)
```

# Python

## Lists

- List Items
  - List items are ordered, changeable, and allow duplicate values.
  - List items are indexed, the first item has index [0], the second item has index [1] etc.
- Ordered
  - When we say that lists are ordered, it means that the items have a defined order, and that order will not change.
  - If you add new items to a list, the new items will be placed at the end of the list.
- Changeable
  - The list is changeable, meaning that we can change, add, and remove items in a list after it has been created.
- Allow Duplicates
  - Since lists are indexed, lists can have items with the same value
- List Length
  - To determine how many items a list has, use the `len()` function



# Python

## List Items - Data Types

- List items can be of any data type.

```
list1 = ["apple", "banana", "cherry"]
```

```
list2 = [1, 5, 7, 9, 3]
```

```
list3 = [True, False, False]
```

```
list4 = ["abc", 34, True, 40, "male"]
```

# Python

## Lists - Access Items

```
thislist = ["apple", "banana", "cherry"]  
print(thislist[1])    # banana  
print(thislist[-1])   # cherry
```

```
thislist = ["apple", "banana", "cherry", "orange", "kiwi", "melon", "mango"]  
print(thislist[2:5])  # ['cherry', 'orange', 'kiwi']  
print(thislist[:4])   # ['apple', 'banana', 'cherry', 'orange']
```

```
if "apple" in thislist:  
    print("Yes, 'apple' is in the fruits list")
```

# Python

## Lists - Change List Items

```
thislist = ["apple", "banana", "cherry"]  
thislist[1] = "blackcurrant"  
print(thislist)    # ['apple', 'blackcurrant', 'cherry']
```

# Python

## Lists - Change List Items

```
thislist = ["apple", "banana", "cherry"]  
thislist[1] = "blackcurrant"  
print(thislist)    # ['apple', 'blackcurrant', 'cherry']
```

```
thislist = ["apple", "banana", "cherry", "orange", "kiwi", "mango"]  
thislist[1:3] = ["blackcurrant", "watermelon"]  
print(thislist)    # ['apple', 'blackcurrant', 'watermelon', 'orange', 'kiwi',  
                    'mango']
```

# Python

## Lists - Insert Items

```
thislist = ["apple", "banana", "cherry"]  
thislist.insert(2, "watermelon")  
print(thislist)  # ['apple', 'banana', 'watermelon', 'cherry']
```

# Python

## Lists - Add List Items

```
thislist = ["apple", "banana", "cherry"]  
thislist.append("orange")  
print(thislist)  # ['apple', 'banana', 'cherry', 'orange']
```

# Python

## Lists - Extend List

- To append elements from another list to the current list, use the `extend()` method.

```
thislist = ["apple", "banana", "cherry"]  
tropical = ["mango", "pineapple", "papaya"]  
thislist.extend(tropical)  
print(thislist)    # ['apple', 'banana', 'cherry', 'mango', 'pineapple', 'papaya']
```

- The `extend()` method does not have to append lists, you can add any iterable object (tuples, sets, dictionaries etc.).

```
thislist = ["apple", "banana", "cherry"]  
thistuple = ("kiwi", "orange")  
thislist.extend(thistuple)  
print(thislist)    # ['apple', 'banana', 'cherry', 'kiwi', 'orange']
```

# Python

## Lists - Remove List Items

```
thislist = ["apple", "banana", "cherry"]  
thislist.remove("banana")  
print(thislist)    # ['apple', 'cherry']
```



# Python

## Lists - Remove List Items

```
thislist = ["apple", "banana", "cherry"]  
thislist.remove("banana")  
print(thislist)    # ['apple', 'cherry']
```

```
thislist = ["apple", "banana", "cherry"]  
thislist.pop(1)  
print(thislist)    # ['apple', 'cherry']
```

```
thislist = ["apple", "banana", "cherry"]  
thislist.pop()  
print(thislist)    # ['apple', 'banana']
```

# Python

## Lists - Remove List Items

```
thislist = ["apple", "banana", "cherry"]  
del thislist[0]  
print(thislist)    # ['banana', 'cherry']
```

```
thislist = ["apple", "banana", "cherry"]  
del thislist  
print(thislist)    # NameError: name 'thislist' is not defined
```

```
thislist = ["apple", "banana", "cherry"]  
thislist.clear()  
print(thislist)    # []
```

# Python

## Lists - Loop through lists

```
thislist =  
["apple", "banana", "cherry"]  
for x in thislist:  
    print(x)
```

```
# #####
```

```
thislist =  
["apple", "banana", "cherry"]  
for i in range(len(thislist)):  
    print(thislist[i])
```

```
thislist =  
["apple", "banana", "cherry"]
```

```
i = 0  
while i < len(thislist):  
    print(thislist[i])  
    i = i + 1
```

```
# #####
```

```
thislist =  
["apple", "banana", "cherry"]  
[print(x) for x in thislist]
```

# Python

## Lists - List Comprehension

- List comprehension offers a shorter syntax when you want to create a new list based on the values of an existing list.
- Example: Based on a list of fruits, you want a new list, containing only the fruits with the letter "a" in the name.
- Without list comprehension you will have to write a for statement with a conditional test inside:

```
fruits = ["apple", "banana", "cherry", "kiwi", "mango"]  
newlist = []
```

```
for x in fruits:  
    if "a" in x:  
        newlist.append(x)
```

```
print(newlist)
```

# Python

## Lists - List Comprehension

- With list comprehension you can do all that with only one line of code:

```
fruits = ["apple", "banana", "cherry", "kiwi", "mango"]
```

```
newlist = [x for x in fruits if "a" in x]  
print(newlist)
```

- Syntax:

```
newlist = [expression for item in iterable if condition == True]
```

- The condition is like a filter that only accepts the items that valuate to True.

# Python

## Lists - List Comprehension

- The condition if `x != "apple"` will return `True` for all elements other than "apple", making the new list contain all fruits except "apple".
- The condition is optional and can be omitted

```
newlist = [x for x in fruits]
```

- The iterable can be any iterable object, like a list, tuple, set etc.

```
newlist = [x for x in range(10)]
```

```
newlist = [x for x in range(10) if x < 5]
```

# Python

## Lists - List Comprehension

- The expression is the current item in the iteration, but it is also the outcome, which you can manipulate before it ends up like a list item in the new list.

```
newlist = [x.upper() for x in fruits]
```

- You can set the outcome to whatever you like.

```
newlist = ['hello' for x in fruits]
```

- The expression can also contain conditions, not like a filter, but as a way to manipulate the outcome.

```
newlist = [x if x != "banana" else "orange" for x in fruits]
```

- "Return the item if it is not banana, if it is banana return orange"

# Python

## Lists - Sort lists

- List objects have a `sort()` method that will sort the list alphanumerically, ascending, by default.

```
thislist = ["orange", "mango", "kiwi", "pineapple", "banana"]
thislist.sort()
print(thislist)    # ['banana', 'kiwi', 'mango', 'orange', 'pineapple']
```

```
thislist = [100, 50, 65, 82, 23]
thislist.sort()
print(thislist)    # [23, 50, 65, 82, 100]
```

```
thislist = ["orange", "mango", "kiwi", "pineapple", "banana"]
thislist.sort(reverse = True)
print(thislist)    # ['pineapple', 'orange', 'mango', 'kiwi', 'banana']
```



# Python

## Lists - Customize Sort Function

- You can also customize your own function by using the keyword argument `key = function`.
- The function will return a number that will be used to sort the list (the lowest number first).
- Example: Sort the list based on how close the number is to 50.

```
def myfunc(n):  
    return abs(n - 50)
```

```
thislist = [100, 50, 65, 82, 23]  
thislist.sort(key = myfunc)  
print(thislist)
```

# Python

## Lists - Case-insensitive sort

```
thislist = ["banana", "Orange", "Kiwi", "cherry"]  
thislist.sort(key = str.lower)  
print(thislist)    # ['banana', 'cherry', 'Kiwi', 'Orange']
```

# Python

## Lists - Reverse order

```
thislist = ["banana", "Orange", "Kiwi", "cherry"]  
thislist.reverse()  
print(thislist)    # ['cherry', 'Kiwi', 'Orange', 'banana']
```

# Python

## Lists - Copy Lists

- You cannot copy a list simply by typing `list2 = list1`, because: `list2` will only be a reference to `list1`, and changes made in `list1` will automatically also be made in `list2`.

```
thislist = ["apple", "banana", "cherry"]  
mylist = thislist.copy()  
print(mylist)
```

```
thislist = ["apple", "banana", "cherry"]  
mylist = list(thislist)  
print(mylist)
```

# Python

## Lists - Join Lists

- You cannot copy a list simply by typing `list2 = list1`, because: `list2` will only be a reference to `list1`, and changes made in `list1` will automatically also be made in `list2`.

```
list1 = ["a", "b", "c"]  
list2 = [1, 2, 3]
```

```
list3 = list1 + list2  
print(list3)    # ['a', 'b', 'c', 1, 2, 3]
```

# Python

## Lists - Join Lists

- You cannot copy a list simply by typing `list2 = list1`, because: `list2` will only be a reference to `list1`, and changes made in `list1` will automatically also be made in `list2`.

```
list1 = ["a", "b", "c"]  
list2 = [1, 2, 3]
```

```
list3 = list1 + list2  
print(list3)    # ['a', 'b', 'c', 1, 2, 3]
```

```
# #####
```

```
list1.extend(list2)  
print(list1)    # ['a', 'b', 'c', 1, 2, 3]
```

# Python

## Tuples

- Tuples are used to store multiple items in a single variable.
- A tuple is a collection which is ordered and unchangeable.

```
thistuple = ("apple", "banana", "cherry")
```

# Python

## Tuples

- Ordered
  - When we say that tuples are ordered, it means that the items have a defined order, and that order will not change.
- Unchangeable
  - Tuples are unchangeable, meaning that we cannot change, add or remove items after the tuple has been created.
- Allow Duplicates
  - Since tuple are indexed, tuples can have items with the same value.



# Python

## Tuples

- To determine how many items a tuple has, use the `len()` function.

```
thistuple = ("apple", "banana", "cherry")  
print(len(thistuple))
```

- Tuple items can be of any data type.

```
tuple1 = ("apple", "banana", "cherry")  
tuple2 = (1, 5, 7, 9, 3)  
tuple3 = (True, False, False)
```

```
tuple4 = ("abc", 34, True, 40, "male")
```

# Python

## Tuples - Update Tuples

- Tuples are unchangeable or *immutable*, meaning that you cannot change, add, or remove items once the tuple is created, but there are some workarounds, like converting the tuple into a list to be able to change it.

```
x = ("apple", "banana", "cherry")  
y = list(x)  
y[1] = "kiwi"  
x = tuple(y)  
  
print(x)
```

# Python

## Tuples - Update Tuples

- Tuples are unchangeable or *immutable*, meaning that you cannot change, add, or remove items once the tuple is created, but there are some workarounds, like converting the tuple into a list to be able to change it.

```
x = ("apple", "banana", "cherry")  
y = list(x)  
y[1] = "kiwi"  
x = tuple(y)
```

- You cannot add items to a tuple.

```
thistuple = ("apple", "banana", "cherry")  
thistuple.append("orange") # This will raise an error
```

# Python

## Tuples - Delete Tuples

```
thistuple = ("apple", "banana", "cherry")  
del thistuple  
print(thistuple) # this will raise an error because the tuple no longer exists
```

# Python

## Tuples - Unpacking a Tuple

- When we create a tuple, we normally assign values to it. This is called "packing" a tuple.

```
fruits = ("apple", "banana", "cherry")
```

- Unpacking.

```
fruits = ("apple", "banana", "cherry")  
(green, yellow, red) = fruits
```

# Python

## Tuples - Unpacking a Tuple

- When we create a tuple, we normally assign values to it. This is called "packing" a tuple.

```
fruits = ("apple", "banana", "cherry")
```

- Unpacking.

```
fruits = ("apple", "banana", "cherry")  
(green, yellow, red) = fruits
```

```
fruits = ("apple", "banana", "cherry", "strawberry", "raspberry")  
(green, yellow, *red) = fruits
```

```
print(green)    # apple  
print(yellow)   # banana  
print(red)      # ['cherry', 'strawberry', 'raspberry']
```

# Python

## Tuples - Loop a Tuple

```
thistuple = ("apple", "banana", "cherry")  
for x in thistuple:  
    print(x)
```

```
for i in range(len(thistuple)):  
    print(thistuple[i])
```

```
i = 0  
while i < len(thistuple):  
    print(thistuple[i])  
    i = i + 1
```

# Python

## Tuples - Join Tuples

```
tuple1 = ("a", "b" , "c")  
tuple2 = (1, 2, 3)
```

```
tuple3 = tuple1 + tuple2  
print(tuple3)
```



# Python

## Tuples - Multiply Tuples

```
fruits = ("apple", "banana", "cherry")  
mytuple = fruits * 2
```

```
print(mytuple)  # ('apple', 'banana', 'cherry', 'apple', 'banana', 'cherry')
```

# Python

## Sets

- Sets are used to store multiple items in a single variable.
- A set is a collection which is both unordered and unindexed.
- Sets are written with curly brackets.

```
thisset = {"apple", "banana", "cherry"}
```

# Python

## Sets

- Set Items
  - Set items are unordered, unchangeable, and do not allow duplicate values.
- Unordered
  - Unordered means that the items in a set do not have a defined order.
  - Set items can appear in a different order every time you use them, and cannot be referred to by index or key.
- Unchangeable
  - Sets are unchangeable, meaning that we cannot change the items after the set has been created.
  - Once a set is created, you cannot change its items, but you can add new items.
- Duplicates Not Allowed
  - Sets cannot have two items with the same value.
- Set Items - Data Types
  - Set items can be of any data type

# Python

## Sets - Access Set Items

- You cannot access items in a set by referring to an index or a key, but you can loop through the set items using a for loop, or ask if a specified value is present in a set, by using the in keyword.

```
thisset = {"apple", "banana", "cherry"}
```

```
for x in thisset:  
    print(x)
```

```
thisset = {"apple", "banana", "cherry"}  
print("banana" in thisset)
```

# Python

## Sets - Add Set Items

- Once a set is created, you cannot change its items, but you can add new items.

```
thisset = {"apple", "banana", "cherry"}  
thisset.add("orange")  
print(thisset)    # {'orange', 'apple', 'banana', 'cherry'}
```

- To add items from another set into the current set, use the `update()` method.

```
thisset = {"apple", "banana", "cherry"}  
tropical = {"pineapple", "mango", "papaya"}  
thisset.update(tropical)
```

```
thisset = {"apple", "banana", "cherry"}  
mylist = ["kiwi", "orange"]  
thisset.update(mylist)
```

# Python

## Sets - Remove Set Items

- To remove an item in a set, use the `remove()`, or the `discard()` method.

```
thisset = {"apple", "banana", "cherry"}  
thisset.remove("banana")  
# If the item to remove does not exist, remove() will raise an error.  
thisset.discard("banana")  
# If the item to remove does not exist, discard() will NOT raise an error.
```

# Python

## Sets - Loop Sets

- You can loop through the set items by using a for loop.

```
thisset = {"apple", "banana", "cherry"}  
for x in thisset:  
    print(x)
```

# Python

## Sets - Join Sets

- There are several ways to join two or more sets in Python.
- You can use the `union()` method that returns a new set containing all items from both sets, or the `update()` method that inserts all the items from one set into another.
- Both `union()` and `update()` will exclude any duplicate items.

```
set1 = {"a", "b" , "c"}  
set2 = {1, 2, 3}
```

```
set3 = set1.union(set2)  
print(set3)
```

```
set1.update(set2)
```



# Python

## Sets - Join Sets

- The `intersection_update()` method will keep only the items that are present in both sets.

```
x = {"apple", "banana", "cherry"}  
y = {"google", "microsoft", "apple"}
```

```
x.intersection_update(y)  
print(x)    # {'apple'}
```

- The `intersection()` method will return a *new* set, that only contains the items that are present in both sets.

```
x = {"apple", "banana", "cherry"}  
y = {"google", "microsoft", "apple"}  
z = x.intersection(y)  
print(z)    # {'apple'}
```

# Python

## Sets - Join Sets

- The `symmetric_difference_update()` method will keep only the elements that are NOT present in both sets.

```
x = {"apple", "banana", "cherry"}  
y = {"google", "microsoft", "apple"}
```

```
x.symmetric_difference_update(y)  
print(x)    # {'cherry', 'google', 'banana', 'microsoft'}
```

- The `symmetric_difference()` method will return a *new* set, that contains only the elements that are NOT present in both sets.

```
x = {"apple", "banana", "cherry"}  
y = {"google", "microsoft", "apple"}  
z = x.symmetric_difference(y)  
print(z)    # {'cherry', 'banana', 'microsoft', 'google'}
```

# Python

## Dictionaries

- Dictionaries are used to store data values in key:value pairs.
- A dictionary is a collection which is ordered\*, changeable and does not allow duplicates.
- (As of Python version 3.7, dictionaries are ordered. In Python 3.6 and earlier, dictionaries are unordered.)

```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}
```

# Python

## Dictionary Items

- Dictionary items are ordered, changeable, and does not allow duplicates.
- Dictionary items are presented in key:value pairs, and can be referred to by using the key name.

```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}  
print(thisdict["brand"])
```

# Python

## Dictionary Items

- Ordered or Unordered?
  - As of Python version 3.7, dictionaries are ordered. In Python 3.6 and earlier, dictionaries are unordered.
  - When we say that dictionaries are ordered, it means that the items have a defined order, and that order will not change.
  - Unordered means that the items does not have a defined order, you cannot refer to an item by using an index.
- Changeable
  - Dictionaries are changeable, meaning that we can change, add or remove items after the dictionary has been created.
- Duplicates Not Allowed
  - Dictionaries cannot have two items with the same key

# Python

## Dictionary Items - Data Types

- The values in dictionary items can be of any data type.

```
thisdict = {  
    "brand": "Ford",  
    "electric": False,  
    "year": 1964,  
    "colors": ["red", "white", "blue"]  
}
```

# Python

## Access Dictionary Items

```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}  
x = thisdict["model"]  
  
x = thisdict.get("model")
```

# Python

## Access Dictionary Items - Keys & Values

```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}  
x = car.keys()  
print(x)    # dict_keys(['brand', 'model', 'year'])  
  
y = car.values()  
print(y)    # dict_values(['Ford', 'Mustang', 1964])  
  
z = car.items()  
print(z)    # dict_items([('brand', 'Ford'), ('model', 'Mustang'), ('year', 1964)])  
  
if "model" in car:  
    print("Yes, 'model' is one of the keys in the car dictionary")
```



# Python

## Access Dictionary Items - Keys & Values

```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964  
}  
x = car.keys()  
print(x)    # dict_keys(['brand', 'model', 'year'])  
  
y = car.values()  
print(y)    # dict_values(['Ford', 'Mustang', 1964])  
  
z = car.items()  
print(z)    # dict_items([('brand', 'Ford'), ('model', 'Mustang'), ('year', 1964)])  
  
if "model" in car:  
    print("Yes, 'model' is one of the keys in the car dictionary")
```

# Python

## Övningar

- <https://www.w3schools.com/python/exercise.asp>
- <https://www.w3resource.com/python-exercises/>