Lecture 4

CORE ELEMENTS
COLLECTIONS
&
REPETITION

What we have seen so Far

 $\binom{2}{2}$

What variables are

Introduced the notion of Functions & Parameters

Selection Structure (branching)

How to do simple repetitions/iterations

Overview

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- How to represent a collection of values?
 - Tuples
 - o Lists
- Mutable, Immutable object
- For Loops
- While Loops

Data Types

• We have seen numbers

o int: whole number

o float: decimal point

o boolean (True, False)

String

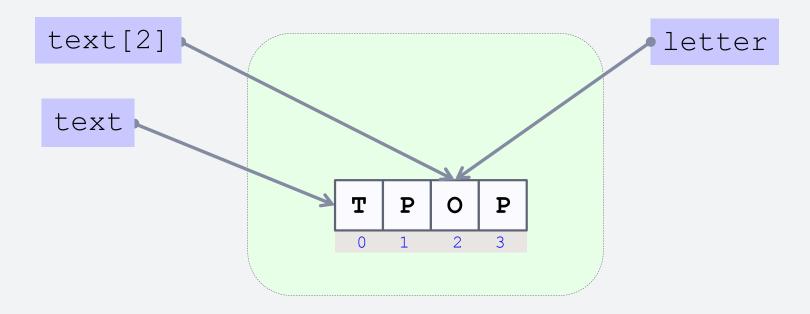
o str: "a word"

What about a collection of data?

String (str)

A kind of collection of characters

```
>>> text = 'TPOP'
>>> letter = text[2] # Accessing the third element
>>> letter
'O'
```



Tuples in Python

• Tuples are immutable objects, e.g. we CANNOT modify their contents.

```
Code
>>> my tuple = (1, 10, 4, 5) # tuple creation (,)
>>> my tuple[2] # Accessing the third element
>>> my tuple
(1, 10, 4, 5)
>>> my tuple[2] = 9 # Modifying the third element
Traceback (most recent call last):
 File "<pyshell#15>", line 1, in <module>
   my tuple [2] = 9
TypeError: 'tuple' object does not support item
assignment
>>>
```

Tuples in Python

• Tuples are immutable objects, e.g. we CANNOT modify their contents.

```
Code

>>> my_t = (1, 10, 4, 5) # tuple creation (,)
>>> my_t[1]
10
>>> my_t = my_t[:2] + (9,) + my_t[3:] # Modifying the
third element
>>> my_t
(1, 10, 9, 5)
```

Note that numbers and strings are immutable too.

Lists in Python

• Lists are mutable objects, e.g. we can modify their contents.

```
Code

>>> my_list = [1, 10, 4, 5] # List creation [ ]
>>> my_list[2] # Accessing the third element
4

>>> my_list
[1, 10, 4, 5]
>>> my_list[2] = 9 # Modifying the third element
>>> my_list # The modified list
[1, 10, 9, 5]
>>>
```



• Example:

```
Code

>>> lst1 = lst2 = [2,4,6,8]

>>> t1 = t2 = (1,3,7,9)

>>> lst1

[2, 4, 6, 8]

>>> lst2

[2, 4, 6, 8]

>>> t1

(1, 3, 7, 9)

>>> t2

(1, 3, 7, 9)

>>>
```

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• Example:

```
Code
>>> t2 = t2[:2] + (5, ) + t2[3:] # Modifying the third
element t2
>>> lst2[2] = 5 # Modifying the third element of lst2
>>> t.1
(1, 3,
>>> t2 k
                  A change in t2 does not affect t1
(1, 3, 5, 9)
>>>
```

 $\left(11\right)$

• Example:

```
Code
>>> t2 = t2[:2] + (5, ) + t2[3:] # Modifying the third
element t2
>>> lst2[2] = 5 # Modifying the third element of lst2
>>> t.1
(1, 3, 7)
>>> t2
                   A change in t2 does not affect t1
(1, 3, 5)
>>> 1st.1
[2, 4, 5]
                   A change in lst2 does affect lst1
>>> lst
[2, 4, 5]
>>>
```

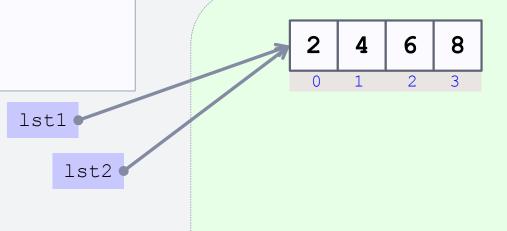
12

• State Diagram:

Code

>>> lst1 = lst2 = [2,4,6,8]

>>>



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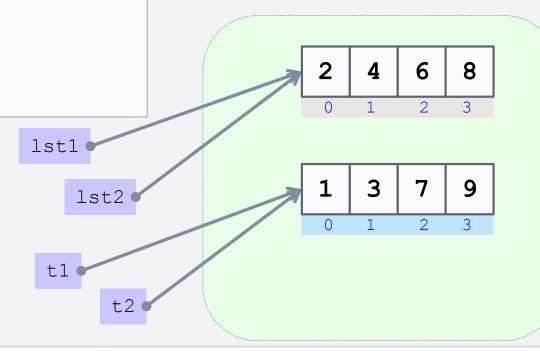
• State Diagram:

Code

$$>>> lst1 = lst2 = [2,4,6,8]$$

$$>>>$$
 t1 = t2 = (1,3,7,9)

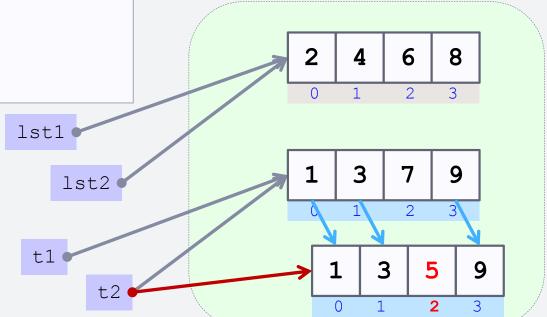
>>>





• State Diagram:

Code





• State Diagram:

Code

```
>>> lst1 = lst2 = [2,4,6,8]
>>> t1 = t2 = (1,3,7,9)
\Rightarrow \Rightarrow t2 = t2[:2] + (5, ) + t2[3:]
>>> lst2[2] = 5
>>>
                                lst1
                                                           3
                                    lst2
                                  t1
                                       t2
```



• State Diagram:

Code >>> lst1 = lst2 = [2,4,6,8] >>> t1 = t2 = (1,3,7,9) >>> t2 = t2[:2] + (5,) + t2[3:]>>> lst2[2] = 5 >>> >>> 1st2 = [2, 4, 5, 8]>>> lst1 3 lst2 t1 (t2



• State Diagram:

Code >>> lst1 = lst2 = [2,4,6,8] >>> t1 = t2 = (1,3,7,9) >>> t2 = t2[:2] + (5,) + t2[3:]>>> lst2[2] = 5 >>> >>> 1st2 = [2, 4, 5, 8]>>> lst2[2] = 0 lst1 3 lst2 t1

t2

Swapping Values

(18)

• State Diagram:

Code >>> num_one = 5 >>> num two = 9 >>> num one num two

Swapping Values

• State Diagram: First Attempt

```
Code
>>> num one = 5
>>> num two = 9
>>> num one = num two
>>> num two = num one
>>>
                           num one
                           num two
```

Swapping Values

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• State Diagram: Second Attempt

```
Code
>>> num one = 5
>>> num two = 9
>>> temp = num two
>>> num two = num one
>>> num one = temp
>>>
                           num one
                           num two
                             temp
```

Personal work

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Investigate what is meant by SLICING strings, lists and tuples.

Iteration



DEFINITE &
INDEFINITE LOOPS

Iteration



• We need a structure to execute a sequence of statements multiple times in succession

• How can we proceed if we are not sure how many times it needs to be repeated?

Definite Loop: For statement



- The simplest kind of loop
- It will execute a definite amount of times
- The for loop statement

- Iterable can return its element one at a time
- The body of the loop can be any sequence of Python statements
- The variable after the keyword for is called the **loop index**.



Code

```
Before the for loop
--> inside loop: square of 1 is 1
--> inside loop: square of 2 is 4
--> inside loop: square of 3 is 9
After the for loop
```



Code

```
print "Before the for loop"

for val in [1,2,3]:
    square_val = val * val
    print "--> inside . . ."

print "After the for loop"
```



Code

```
print "Before the for loop"

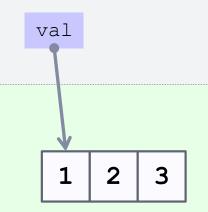
for val in [1,2,3]:
```

square_val = val * val
print "--> inside . . ."

print "After the for loop"

Python shell

Before the for loop





Code

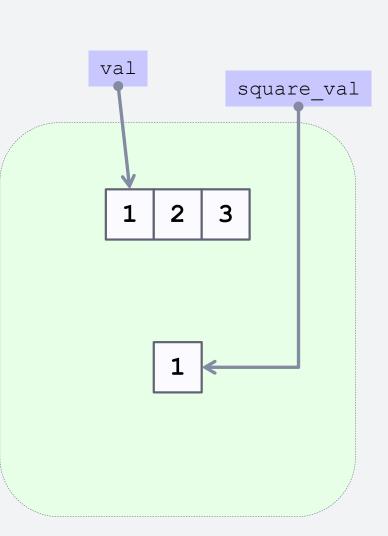
```
print "Before the for loop"

for val in [1,2,3]:
    square_val = val * val
    print "--> inside . . ."

print "After the for loop"
```

Python shell

Before the for loop





Code

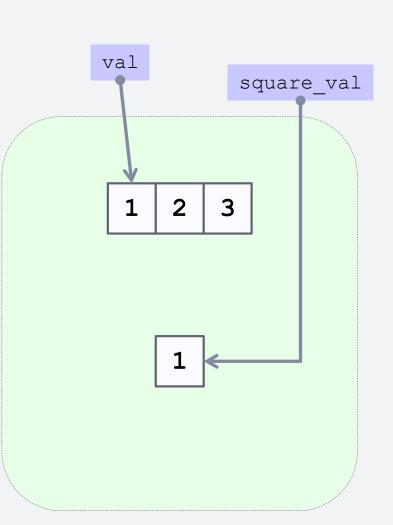
```
print "Before the for loop"

for val in [1,2,3]:
    square_val = val * val
    print "--> inside . . ."

print "After the for loop"
```

Python shell

Before the for loop
--> inside loop: square of 1 is 1





Code

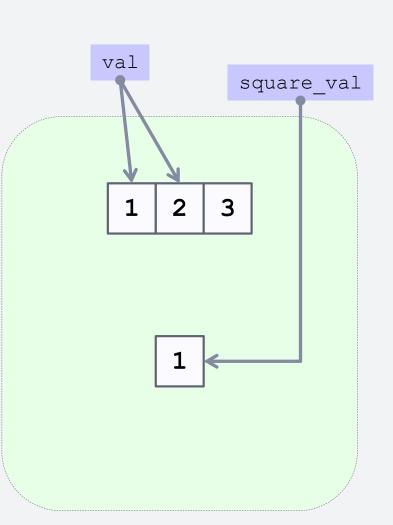
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print "Before the for loop"

for val in [1,2,3]:
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    print "--> inside . . ."

print "After the for loop"
```

Python shell

Before the for loop
--> inside loop: square of 1 is 1



Code

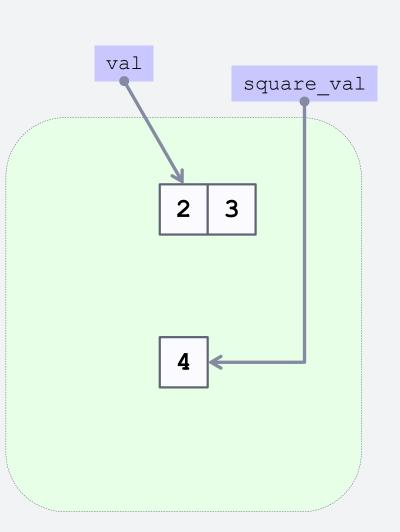
```
print "Before the for loop"

for val in [1,2,3]:
    square_val = val * val
    print "--> inside . . ."

print "After the for loop"
```

Python shell

Before the for loop
--> inside loop: square of 1 is 1





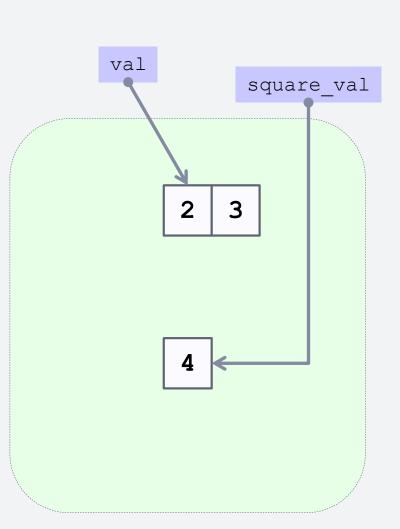
Code

```
print "Before the for loop"

for val in [1,2,3]:
    square_val = val * val
    print "--> inside . . ."

print "After the for loop"
```

```
Before the for loop
--> inside loop: square of 1 is 1
--> inside loop: square of 2 is 4
```





Code

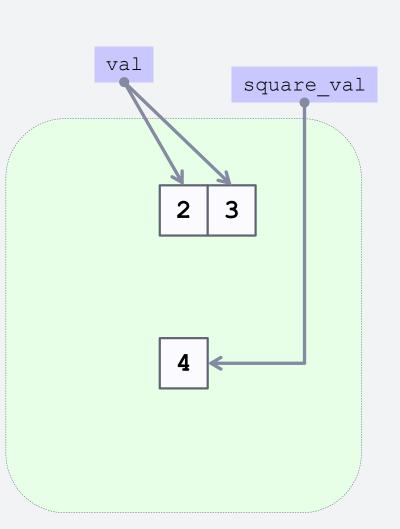
```
print "Before the for loop"

for val in [1,2,3]:
    square_val = val * val
    print "--> inside . . ."

print "After the for loop"
```

Python shell

Before the for loop
--> inside loop: square of 1 is 1
--> inside loop: square of 2 is 4



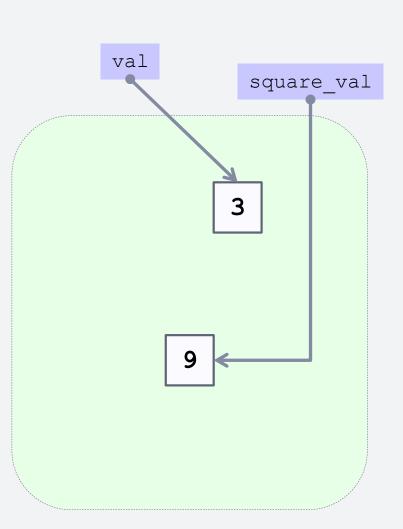
Code

```
print "Before the for loop"

for val in [1,2,3]:
    square_val = val * val
    print "--> inside . . ."

print "After the for loop"
```

```
Before the for loop
--> inside loop: square of 1 is 1
--> inside loop: square of 2 is 4
```





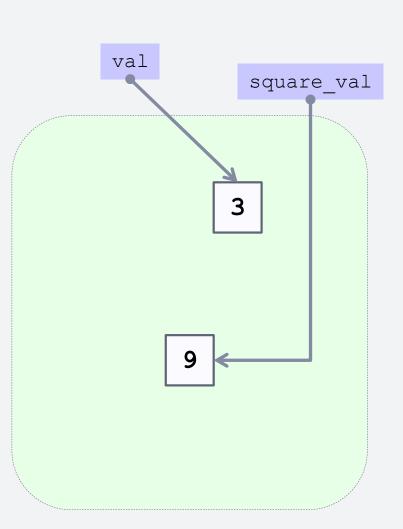
Code

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    print "--> inside . . ."

print "After the for loop"
```

```
Before the for loop
--> inside loop: square of 1 is 1
--> inside loop: square of 2 is 4
--> inside loop: square of 3 is 9
```





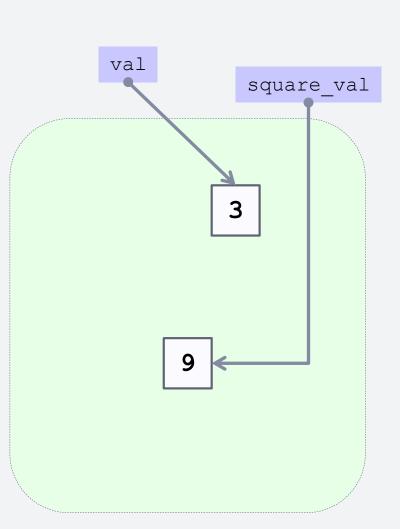
Code

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    print "--> inside . . ."

print "After the for loop"
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--> inside loop: square of 1 is 1
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```



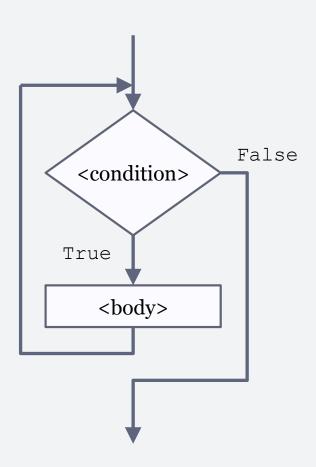
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• An indefinite loop keeps iterating until certain condition are met (conditional loop)

- There is no guarantee ahead of time regarding how many times the loop will go around
 - o zero time
 - o x-times
 - o indefinitely

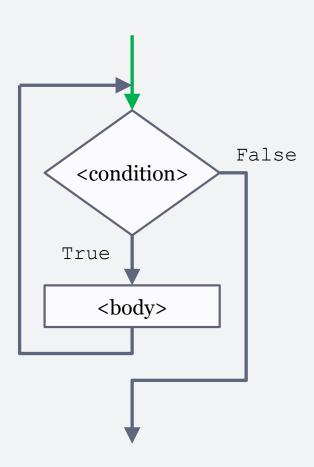


```
while <condition>:
     <body>
```



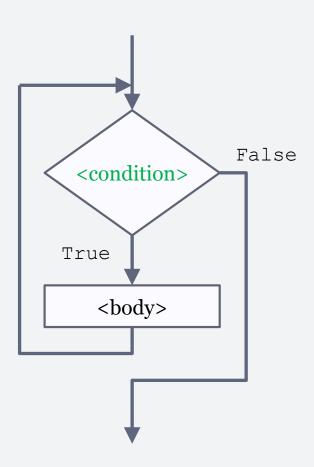


```
while <condition>:
     <body>
```



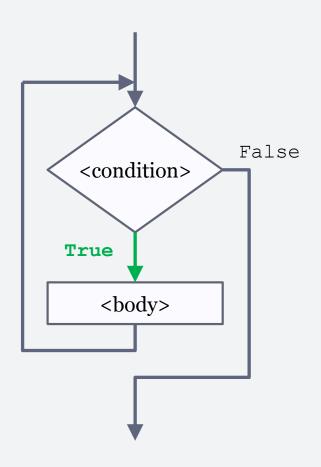


```
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     <body>
```



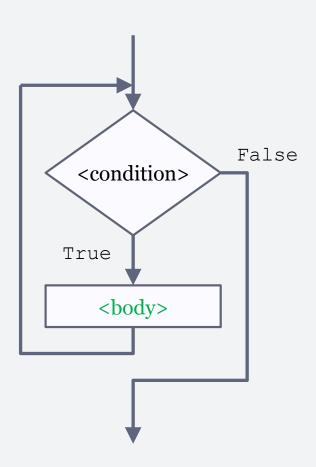
41)

```
while <condition>:
     <body>
```



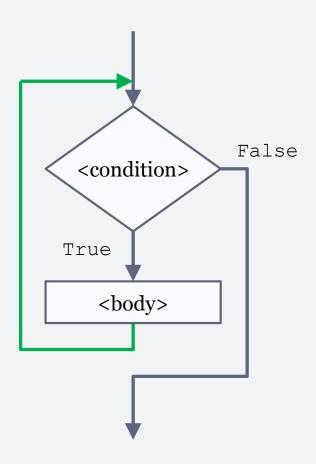


```
while <condition>:
     <body>
```



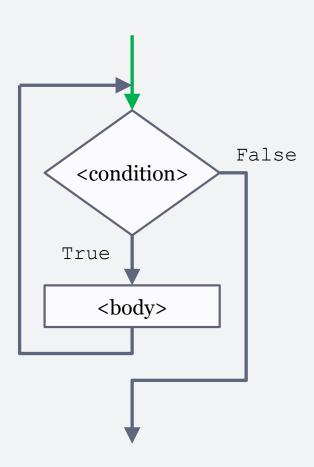
43

```
while <condition>:
     <body>
```



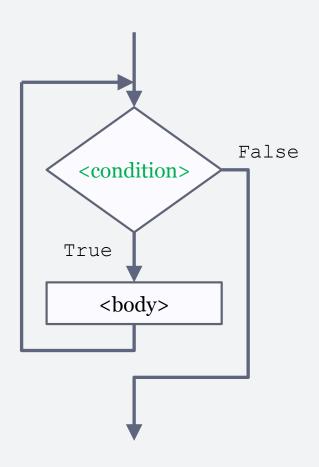


```
while <condition>:
     <body>
```



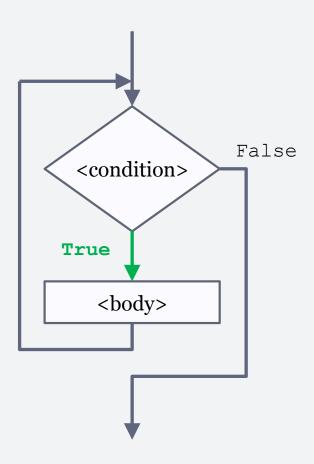


```
while <condition>:
     <body>
```



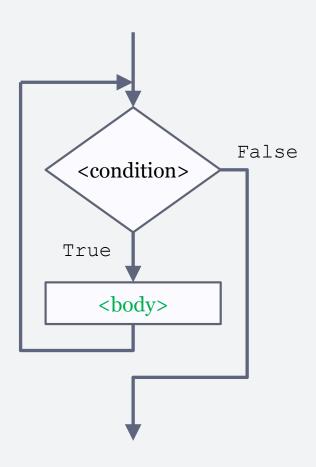


```
while <condition>:
     <body>
```



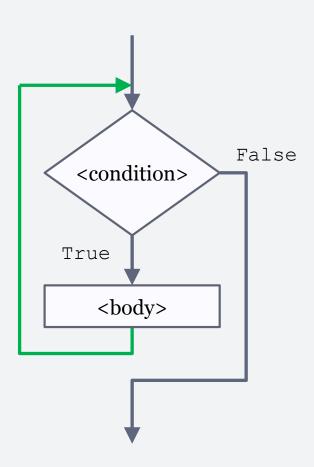


```
while <condition>:
     <body>
```



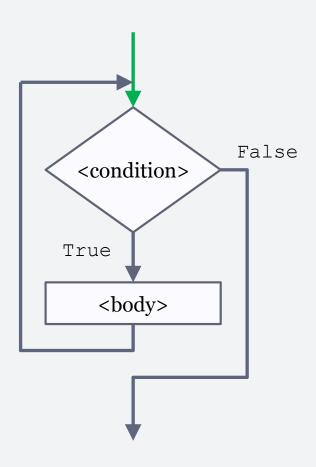


```
while <condition>:
     <body>
```



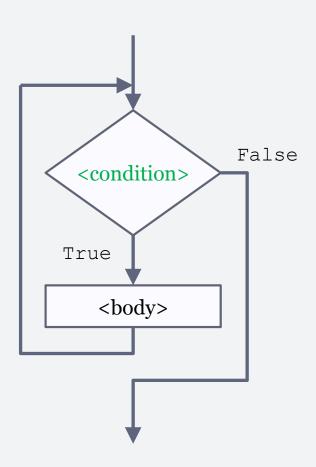


```
while <condition>:
     <body>
```



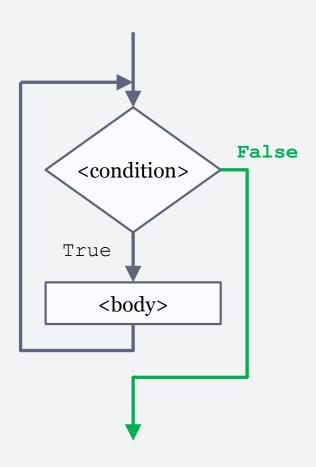


```
while <condition>:
     <body>
```



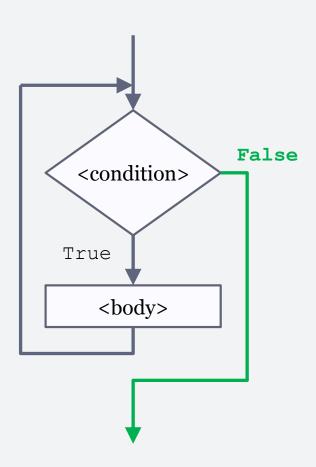
51)

```
while <condition>:
     <body>
```





```
while <condition>:
     <body>
```

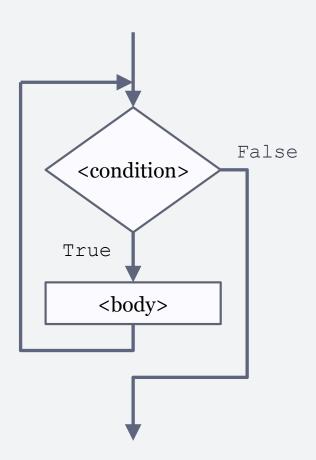




The while loop statement

```
while <condition>:
     <body>
```

 The <body> usually contains statements that modify the evaluation of <condition> at some point



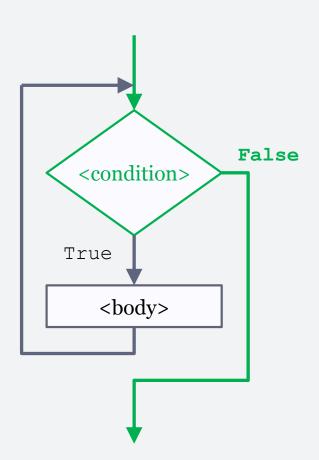


The while loop statement

```
while <condition>:
     <body>
```

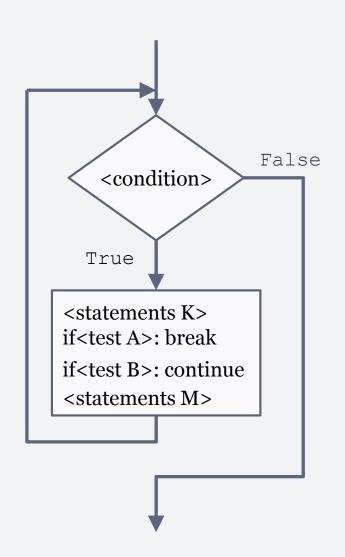
 The <body> usually contains statements that modify the evaluation of <condition> at some point

 The <body> may never be executed!





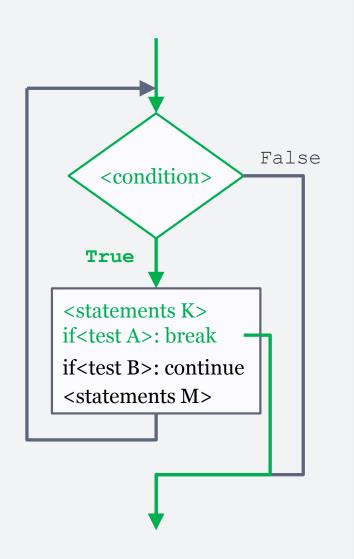
- The while loop general form
 - o Two new Keywords:
 - 1. break
 - 2. continue





- The while loop general form
 - o Two new Keywords:
 - 1. break
 - 2. continue

o Test A is True

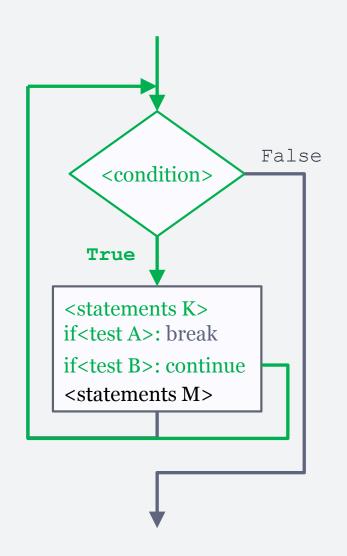




- The while loop general form
 - o Two new Keywords:
 - 1. break
 - 2. continue

```
while <condition>:
     <statements K>
     if<test A>: break
     if<test B>: continue
     <statements M>
```

o Test A is False & Test B is True





The for loop general form

Summary



- We have seen mutable and immutable data type
 - o consequences when modifying data
- Definite iteration
 - o for loops
- Indefinite iteration (a.k.a conditional loop)
 - o while loops
- General form using break and continue

Next week



Scope of variables and parameters

- Parameter passed by value or by reference
 - Understanding mutable and immutable object is essential

Exercises



- Consider a problem where we want to record and store the marks of many students, each students having more than one mark (several modules with same credits).
 - o what form the data structure would look like
 - how would you write a program to enter the marks of one student
 - how would you proceed to enter the marks of more than one students
 - o how would you calculate the average mark of each student
 - o what if modules don't have the same credits (e.g. 10, 20, 30)

Exercises



• Calculate the average of values in a list

• Calculate the average of values entered by a user, we don't know how many values the user want to enter. The user should enter an empty value to signal the end of data input, then a result must be returned.