

Introduction to Computer Science

Container Types

鄒年棣 (Nien-Ti Tsou)

Container types

- Container types are used to **group objects together**.
- The main difference between the different container types is the way individual elements are **accessed** and how **operations** are defined.
- We will introduce
 - Lists
 - Tuples
 - Dictionaries
 - Sets

More about lists

- A list of objects of **any kind**. The individual objects are enumerated by assigning each element an **index**. The first element in the list gets index **0**. (Consider the usual indexing of coefficients of a **polynomial**)

```
M = [3, ['a', -3.0, 5]]
```

```
print(M[1])
```

```
print(M[1][2])
```



$L[]$

0	1	2	3	4	5	...	-1
---	---	---	---	---	---	-----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[]$

0	1	...	-5	-4	-3	-2	-1
---	---	-----	----	----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

- Slicing a list $L[i:j]$ means **create a list** by taking all elements from L starting at $L[i]$ until $L[j-1]$.

More about lists

- A list of objects of **any kind**. The individual objects are enumerated by assigning each element an **index**. The first element in the list gets index **0**. (Consider the usual indexing of coefficients of a **polynomial**)

```
M = [3, ['a', -3.0, 5]]
```

```
print(M[1])
```

```
print(M[1][2])
```

```
['a', -3.0, 5]
```

$L[]$

0	1	2	3	4	5	...	-1
---	---	---	---	---	---	-----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[]$

0	1	...	-5	-4	-3	-2	-1
---	---	-----	----	----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

- Slicing a list $L[i:j]$ means **create a list** by taking all elements from L starting at $L[i]$ until $L[j-1]$.

More about lists

- A list of objects of **any kind**. The individual objects are enumerated by assigning each element an **index**. The first element in the list gets index **0**. (Consider the usual indexing of coefficients of a **polynomial**)

```
M = [3, ['a', -3.0, 5]]
```

```
print(M[1])
```

```
print(M[1][2])
```

```
['a', -3.0, 5]
5
```

$L[]$

0	1	2	3	4	5	...	-1
---	---	---	---	---	---	-----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[]$

0	1	...	-5	-4	-3	-2	-1
---	---	-----	----	----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

- Slicing a list $L[i:j]$ means **create a list** by taking all elements from L starting at $L[i]$ until $L[j-1]$.

More about lists

- A list of objects of **any kind**. The individual objects are enumerated by assigning each element an **index**. The first element in the list gets index **0**. (Consider the usual indexing of coefficients of a **polynomial**)

```
M = [3, ['a', -3.0, 5]]
```

```
print(M[1])
```

```
print(M[1][2])
```

```
['a', -3.0, 5]
5
```

L[2:5]

0	1	2	3	4	5	...	-1
---	---	---	---	---	---	-----	----

L[]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[]

0	1	...	-5	-4	-3	-2	-1
---	---	-----	----	----	----	----	----

L[]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

- Slicing a list $L[i:j]$ means **create a list** by taking all elements from L starting at $L[i]$ until $L[j-1]$.

More about lists

- A list of objects of **any kind**. The individual objects are enumerated by assigning each element an **index**. The first element in the list gets index **0**. (Consider the usual indexing of coefficients of a **polynomial**)

```
M = [3, ['a', -3.0, 5]]
```

```
print(M[1])
```

```
print(M[1][2])
```

```
['a', -3.0, 5]
5
```

L[2:5]

0	1	2	3	4	5	...	-1
---	---	---	---	---	---	-----	----

L[2:]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[]

0	1	...	-5	-4	-3	-2	-1
---	---	-----	----	----	----	----	----

L[]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

- Slicing a list $L[i:j]$ means **create a list** by taking all elements from L starting at $L[i]$ until $L[j-1]$.

More about lists

- A list of objects of **any kind**. The individual objects are enumerated by assigning each element an **index**. The first element in the list gets index **0**. (Consider the usual indexing of coefficients of a **polynomial**)

```
M = [3, ['a', -3.0, 5]]
```

```
print(M[1])
```

```
print(M[1][2])
```

```
['a', -3.0, 5]
5
```

L[2:5]

0	1	2	3	4	5	...	-1
---	---	---	---	---	---	-----	----

L[2:]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[:2]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[]

0	1	...	-5	-4	-3	-2	-1
---	---	-----	----	----	----	----	----

L[]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

- Slicing a list $L[i:j]$ means **create a list** by taking all elements from L starting at $L[i]$ until $L[j-1]$.

More about lists

- A list of objects of **any kind**. The individual objects are enumerated by assigning each element an **index**. The first element in the list gets index **0**. (Consider the usual indexing of coefficients of a **polynomial**)

```
M = [3, ['a', -3.0, 5]]
```

```
print(M[1])
```

```
print(M[1][2])
```

```
['a', -3.0, 5]
5
```

L[2:5]

0	1	2	3	4	5	...	-1
---	---	---	---	---	---	-----	----

L[2:]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[:2]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[2:-1]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[]

0	1	...	-5	-4	-3	-2	-1
---	---	-----	----	----	----	----	----

L[]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

- Slicing a list $L[i:j]$ means **create a list** by taking all elements from L starting at $L[i]$ until $L[j-1]$.

More about lists

- A list of objects of **any kind**. The individual objects are enumerated by assigning each element an **index**. The first element in the list gets index **0**. (Consider the usual indexing of coefficients of a **polynomial**)

```
M = [3, ['a', -3.0, 5]]
```

```
print(M[1])
```

```
print(M[1][2])
```

```
['a', -3.0, 5]
5
```

- Slicing a list $L[i:j]$ means **create a list** by taking all elements from L starting at $L[i]$ until $L[j-1]$.

$L[2:5]$

0	1	2	3	4	5	...	-1
---	---	---	---	---	---	-----	----

$L[2:]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[:2]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[2:-1]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[-4:-1]$

0	1	...	-5	-4	-3	-2	-1
---	---	-----	----	----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

More about lists

- A list of objects of **any kind**. The individual objects are enumerated by assigning each element an **index**. The first element in the list gets index **0**. (Consider the usual indexing of coefficients of a **polynomial**)

```
M = [3, ['a', -3.0, 5]]
```

```
print(M[1])
```

```
print(M[1][2])
```

```
['a', -3.0, 5]
5
```

- Slicing a list $L[i:j]$ means **create a list** by taking all elements from L starting at $L[i]$ until $L[j-1]$.

$L[2:5]$

0	1	2	3	4	5	...	-1
---	---	---	---	---	---	-----	----

$L[2:]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[:2]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[2:-1]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[-4:-1]$

0	1	...	-5	-4	-3	-2	-1
---	---	-----	----	----	----	----	----

$L[:-2]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

$L[]$

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

More about lists

- A list of objects of **any kind**. The individual objects are enumerated by assigning each element an **index**. The first element in the list gets index **0**. (Consider the usual indexing of coefficients of a **polynomial**)

```
M = [3, ['a', -3.0, 5]]
```

```
print(M[1])
```

```
print(M[1][2])
```

```
['a', -3.0, 5]
5
```

L[2:5]

0	1	2	3	4	5	...	-1
---	---	---	---	---	---	-----	----

L[2:]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[:2]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[2:-1]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[-4:-1]

0	1	...	-5	-4	-3	-2	-1
---	---	-----	----	----	----	----	----

L[:-2]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

L[-2:]

0	1	2	3	...	-3	-2	-1
---	---	---	---	-----	----	----	----

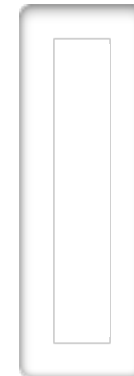
- Slicing a list $L[i:j]$ means **create a list** by taking all elements from L starting at $L[i]$ until $L[j-1]$.

Quiz!!

```
L = list(range(4))  
print(L[1:100])  
print(L[-100:-1])  
print(L[5:0])  
print(L[2:-2])  
print(L[4])
```

[1, 2, 3]

```
a = [1,2,3]  
for iteration in range(4):  
    print(sum(a[0:iteration-1]))
```



Quiz!!

```
L = list(range(4))  
print(L[1:100])  
print(L[-100:-1])  
print(L[5:0])  
print(L[2:-2])  
print(L[4])
```

```
[1, 2, 3]  
[0, 1, 2]
```

```
a = [1,2,3]  
for iteration in range(4):  
    print(sum(a[0:iteration-1]))
```

Quiz!!

```
L = list(range(4))  
print(L[1:100])  
print(L[-100:-1])  
print(L[5:0])  
print(L[2:-2])  
print(L[4])
```

```
[1, 2, 3]  
[0, 1, 2]  
[]
```

```
a = [1,2,3]  
for iteration in range(4):  
    print(sum(a[0:iteration-1]))
```

```
0  
1  
2  
3
```

Quiz!!

```
L = list(range(4))  
print(L[1:100])  
print(L[-100:-1])  
print(L[5:0])  
print(L[2:-2])  
print(L[4])
```

```
[1, 2, 3]  
[0, 1, 2]  
[]  
[]
```

```
a = [1,2,3]  
for iteration in range(4):  
    print(sum(a[0:iteration-1]))
```



Quiz!!

```
L = list(range(4))  
print(L[1:100])  
print(L[-100:-1])  
print(L[5:0])  
print(L[2:-2])  
print(L[4])
```

```
[1, 2, 3]  
[0, 1, 2]  
[]  
[]
```

IndexError: list index out of range

```
a = [1,2,3]  
for iteration in range(4):  
    print(sum(a[0:iteration-1]))
```



Quiz!!

```
L = list(range(4))  
print(L[1:100])  
print(L[-100:-1])  
print(L[5:0])  
print(L[2:-2])  
print(L[4])
```

```
[1, 2, 3]  
[0, 1, 2]  
[]  
[]
```

IndexError: list index out of range

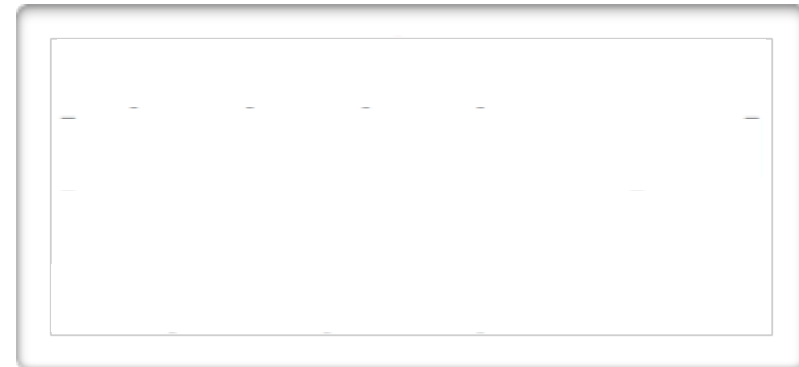
```
a = [1,2,3]  
for iteration in range(4):  
    print(sum(a[0:iteration-1]))
```

```
3  
0  
1  
3
```

Strides (跨步)

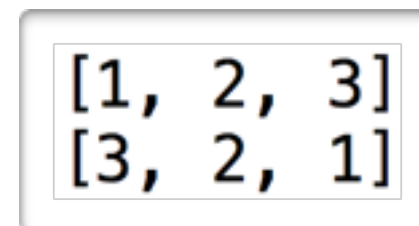
- One may also specify a stride, which is the **length of the step** from one index to the other.
- The default stride is one. The stride may also be negative.

```
L = list(range(100))  
print(L[:10:2])  
print(L[::20])  
print(L[10:20:3])  
print(L[20:10:-3])
```



- It is also possible to create a new list that is reversed, using a negative stride.

```
L = [1, 2, 3]  
R = L[::-1] # L is not modified  
print(L)  
print(R)
```



Strides (跨步)

- One may also specify a stride, which is the **length of the step** from one index to the other.
- The default stride is one. The stride may also be negative.

```
L = list(range(100))  
print(L[:10:2])  
print(L[::20])  
print(L[10:20:3])  
print(L[20:10:-3])
```

A rectangular box with a thin border containing the text `[0, 2, 4, 6, 8]`.

```
[0, 2, 4, 6, 8]
```

- It is also possible to create a new list that is reversed, using a negative stride.

```
L = [1, 2, 3]  
R = L[::-1] # L is not modified  
print(L)  
print(R)
```

A rectangular box with a thin border containing two lines of text: `[1, 2, 3]` on the first line and `[3, 2, 1]` on the second line.

```
[1, 2, 3]  
[3, 2, 1]
```

Strides (跨步)

- One may also specify a stride, which is the **length of the step** from one index to the other.
- The default stride is one. The stride may also be negative.

```
L = list(range(100))  
print(L[:10:2])  
print(L[::20])  
print(L[10:20:3])  
print(L[20:10:-3])
```

```
[0, 2, 4, 6, 8]  
[0, 20, 40, 60, 80]
```

- It is also possible to create a new list that is reversed, using a negative stride.

```
L = [1, 2, 3]  
R = L[::-1] # L is not modified  
print(L)  
print(R)
```

```
[1, 2, 3]  
[3, 2, 1]
```

Strides (跨步)

- One may also specify a stride, which is the **length of the step** from one index to the other.
- The default stride is one. The stride may also be negative.

```
L = list(range(100))  
print(L[:10:2])  
print(L[::20])  
print(L[10:20:3])  
print(L[20:10:-3])
```

```
[0, 2, 4, 6, 8]  
[0, 20, 40, 60, 80]  
[10, 13, 16, 19]
```

- It is also possible to create a new list that is reversed, using a negative stride.

```
L = [1, 2, 3]  
R = L[::-1] # L is not modified  
print(L)  
print(R)
```

```
[1, 2, 3]  
[3, 2, 1]
```

Strides (跨步)

- One may also specify a stride, which is the **length of the step** from one index to the other.
- The default stride is one. The stride may also be negative.

```
L = list(range(100))  
print(L[:10:2])  
print(L[::20])  
print(L[10:20:3])  
print(L[20:10:-3])
```

```
[0, 2, 4, 6, 8]  
[0, 20, 40, 60, 80]  
[10, 13, 16, 19]  
[20, 17, 14, 11]
```

- It is also possible to create a new list that is reversed, using a negative stride.

```
L = [1, 2, 3]  
R = L[::-1] # L is not modified  
print(L)  
print(R)
```

```
[1, 2, 3]  
[3, 2, 1]
```


Altering lists

- Deletion: replacing a part of a list by an empty list `[]`

```
L = ['a', 1, 2, 3, 4]
L[2:3] = []
print(L)
L[3:] = []
print(L)
```

```
['a', 1, 3, 4]
['a', 1, 3]
```

- Insertion: replacing an empty slice with the list to be inserted

```
L[1:1] = [1000, 2000]
print(L)
```

```
['a', 1000, 2000, 1, 3]
```

- Methods of the datatype list

Command	Action
<code>list.append(x)</code>	Add x to the end of the list.
<code>list.extend(L)</code>	Expand the list by the elements of the list L.
<code>list.insert(i, x)</code>	Insert x at position i.
<code>list.remove(x)</code>	Remove the first item from the list whose value is x.
<code>list.count(x)</code>	The number of times x appears in the list.
<code>list.sort()</code>	Sort the items of the list, in place.
<code>list.reverse()</code>	Reverse the elements of the list, in place.
<code>list.pop()</code>	Remove the last element of the list, in place.

In-place operations

- Some methods modify an object and **do not return anything** (that is, they return **None**). It is difficult to know whether a method changes an object, except by looking at the code or the documentation.

L is modified in-place

```
L = [0, 1, 2, 2, 2, 3, 4]
L.append(5)
print(L)
L.reverse()
print(L)
L.sort()
print(L)
L.remove(0)
print(L)
L.pop()
print(L)
L.pop()
print(L)
newL = L.extend(['a', 'b', 'c'])
print(L)
print(newL)
L_Count = L.count(2)
print(L_Count)
```

```
[0, 1, 2, 2, 2, 3, 4, 5]
[5, 4, 3, 2, 2, 2, 1, 0]
[0, 1, 2, 2, 2, 3, 4, 5]
[1, 2, 2, 2, 3, 4, 5]

[1, 2, 2, 2, 3, 'a', 'b', 'c']
```

In-place operations

- Some methods modify an object and **do not return anything** (that is, they return **None**). It is difficult to know whether a method changes an object, except by looking at the code or the documentation.

L is modified in-place

```
L = [0, 1, 2, 2, 2, 3, 4]
L.append(5)
print(L)
L.reverse()
print(L)
L.sort()
print(L)
L.remove(0)
print(L)
L.pop()
print(L)
L.pop()
print(L)
newL = L.extend(['a', 'b', 'c'])
print(L)
print(newL)
L_Count = L.count(2)
print(L_Count)
```

```
[0, 1, 2, 2, 2, 3, 4, 5]
[5, 4, 3, 2, 2, 2, 1, 0]
[0, 1, 2, 2, 2, 3, 4, 5]
[1, 2, 2, 2, 3, 4, 5]
[1, 2, 2, 2, 3, 4]

[1, 2, 2, 2, 3, 'a', 'b', 'c']
```

In-place operations

- Some methods modify an object and **do not return anything** (that is, they return **None**). It is difficult to know whether a method changes an object, except by looking at the code or the documentation.

L is
modified
in-place

```
L = [0, 1, 2, 2, 2, 3, 4]
L.append(5)
print(L)
L.reverse()
print(L)
L.sort()
print(L)
L.remove(0)
print(L)
L.pop()
print(L)
L.pop()
print(L)
newL = L.extend(['a', 'b', 'c'])
print(L)
print(newL)
L_Count = L.count(2)
print(L_Count)
```

```
[0, 1, 2, 2, 2, 3, 4, 5]
[5, 4, 3, 2, 2, 2, 1, 0]
[0, 1, 2, 2, 2, 3, 4, 5]
[1, 2, 2, 2, 3, 4, 5]
[1, 2, 2, 2, 3, 4]
[1, 2, 2, 2, 3]
[1, 2, 2, 2, 3, 'a', 'b', 'c']
```

In-place operations

- Some methods modify an object and **do not return anything** (that is, they return **None**). It is difficult to know whether a method changes an object, except by looking at the code or the documentation.

L is
modified
in-place

```
L = [0, 1, 2, 2, 2, 3, 4]
L.append(5)
print(L)
L.reverse()
print(L)
L.sort()
print(L)
L.remove(0)
print(L)
L.pop()
print(L)
L.pop()
print(L)
newL = L.extend(['a', 'b', 'c'])
print(L)
print(newL)
L_Count = L.count(2)
print(L_Count)
```

```
[0, 1, 2, 2, 2, 3, 4, 5]
[5, 4, 3, 2, 2, 2, 1, 0]
[0, 1, 2, 2, 2, 3, 4, 5]
[1, 2, 2, 2, 3, 4, 5]
[1, 2, 2, 2, 3, 4]
[1, 2, 2, 2, 3]
[1, 2, 2, 2, 3, 'a', 'b', 'c']
None
```

In-place operations

- Some methods modify an object and **do not return anything** (that is, they return **None**). It is difficult to know whether a method changes an object, except by looking at the code or the documentation.

L is
modified
in-place

```
L = [0, 1, 2, 2, 2, 3, 4]
L.append(5)
print(L)
L.reverse()
print(L)
L.sort()
print(L)
L.remove(0)
print(L)
L.pop()
print(L)
L.pop()
print(L)
newL = L.extend(['a', 'b', 'c'])
print(L)
print(newL)
L_Count = L.count(2)
print(L_Count)
```

```
[0, 1, 2, 2, 2, 3, 4, 5]
[5, 4, 3, 2, 2, 2, 1, 0]
[0, 1, 2, 2, 2, 3, 4, 5]
[1, 2, 2, 2, 3, 4, 5]
[1, 2, 2, 2, 3, 4]
[1, 2, 2, 2, 3]
[1, 2, 2, 2, 3, 'a', 'b', 'c']
None
3
```


In-place operations

- Some methods modify an object and **do not return anything** (that is, they return **None**). It is difficult to know whether a method changes an object, except by looking at the code or the documentation.

L is
modified
in-place

```
L = [0, 1, 2, 2, 2, 3, 4]
```

```
L.append(5)
```

```
print(L)
```

```
L.reverse()
```

```
print(L)
```

```
L.sort()
```

```
print(L)
```

```
L.remove(0)
```

```
print(L)
```

```
L.pop()
```

```
print(L)
```

```
L.pop()
```

```
print(L)
```

```
newL = L.extend(['a', 'b', 'c'])
```

```
print(L)
```

```
print(newL)
```

```
L_Count = L.count(2)
```

```
print(L_Count)
```

```
[0, 1, 2, 2, 2, 3, 4, 5]
[5, 4, 3, 2, 2, 2, 1, 0]
[0, 1, 2, 2, 2, 3, 4, 5]
[1, 2, 2, 2, 3, 4, 5]
[1, 2, 2, 2, 3, 4]
[1, 2, 2, 2, 3]
[1, 2, 2, 2, 3, 'a', 'b', 'c']
None
3
```

Return None

In-place operations

- Some methods modify an object and **do not return anything** (that is, they return **None**). It is difficult to know whether a method changes an object, except by looking at the code or the documentation.

L is
modified
in-place

```
L = [0, 1, 2, 2, 2, 3, 4]
```

```
L.append(5)
```

```
print(L)
```

```
L.reverse()
```

```
print(L)
```

```
L.sort()
```

```
print(L)
```

```
L.remove(0)
```

```
print(L)
```

```
L.pop()
```

```
print(L)
```

```
L.pop()
```

```
print(L)
```

```
newL = L.extend(['a', 'b', 'c'])
```

```
print(L)
```

```
print(newL)
```

```
L_Count = L.count(2)
```

```
print(L_Count)
```

```
[0, 1, 2, 2, 2, 3, 4, 5]
[5, 4, 3, 2, 2, 2, 1, 0]
[0, 1, 2, 2, 2, 3, 4, 5]
[1, 2, 2, 2, 3, 4, 5]
[1, 2, 2, 2, 3, 4]
[1, 2, 2, 2, 3]
[1, 2, 2, 2, 3, 'a', 'b', 'c']
None
3
```

Return None

Return 3

List comprehension

- List comprehension is closely related to the mathematical notation for sets.
Compare: $L_2 = \{2x; x \in L\}$ and `L2 = [2*x for x in L]`.

- The syntax of a list comprehension is:

`[<expr> for <variable> in <list> if <condition>]`

- Here is an example:

```
L = [2, 3, 10, 1, 5]
L2 = [x*2 for x in L]
L3 = [x*2 for x in L if 4 < x <= 10]
print(L2)
print(L3)
```

```
[4, 6, 20, 2, 10]
[20, 10]
```

- It is possible to have several for loops inside a list comprehension:

```
M = [[1,2,3,4,5,6], [7,8,9], [10,11,12]]
L = [M[i][j] for i in range(2) for j in range(3)]
print(L)
```


List comprehension

- List comprehension is closely related to the mathematical notation for sets.
Compare: $L_2 = \{2x; x \in L\}$ and `L2 = [2*x for x in L]`.

- The syntax of a list comprehension is:

`[<expr> for <variable> in <list> if <condition>]`

- Here is an example:

```
L = [2, 3, 10, 1, 5]
L2 = [x*2 for x in L]
L3 = [x*2 for x in L if 4 < x <= 10]
print(L2)
print(L3)
```

```
[4, 6, 20, 2, 10]
[20, 10]
```

- It is possible to have several for loops inside a list comprehension:

```
M = [[1,2,3,4,5,6], [7,8,9], [10,11,12]]
L = [M[i][j] for i in range(2) for j in range(3)]
print(L)
```

```
[1, 2, 3, 7, 8, 9]
```

Tuples

- A tuple is an **immutable** list. Immutable means that it cannot be modified. A tuple is just a comma-separated sequence of objects (**a list without brackets**). To increase readability, one often encloses a tuple in a pair of parentheses

```
my_tuple = 1, 2, 3 # our first tuple
my_tuple = (1, 2, 3) # the same
my_tuple = 1, 2, 3, # again the same
len(my_tuple) # 3, same as for lists
my_tuple[0] = 'a' # error! tuples are immutable
```

- The comma indicates that the object is a tuple

```
singleton = 1, # note the comma
print(len(singleton))
x = 1
print(len(x))
```

1

TypeError: object of type 'int' has no len()

Tuples

- Tuples are useful when a group of values goes together. One may assign several variables at once by unpacking a list or tuple. For example, they are used to return multiple values from functions.

```
a, b = 0, 1 # a gets 0 and b gets 1
print(a)
print(b)
a, b = [0, 1] # exactly the same effect
(a, b) = 0, 1 # same
[a, b] = [0, 1] # same thing
```

0
1

- The swapping trick:

```
a, b = b, a
print(a)
print(b)
```

1
0

- The notation without parentheses is convenient but dangerous. You should use parentheses when you are not sure:

```
print(1, 2 == 3, 4)
print((1, 2) == (3, 4))
```

--

Tuples

- Tuples are useful when a group of values goes together. One may assign several variables at once by unpacking a list or tuple. For example, they are used to return multiple values from functions.

```
a, b = 0, 1 # a gets 0 and b gets 1
print(a)
print(b)
a, b = [0, 1] # exactly the same effect
(a, b) = 0, 1 # same
[a, b] = [0, 1] # same thing
```

0
1

- The swapping trick:

```
a, b = b, a
print(a)
print(b)
```

1
0

- The notation without parentheses is convenient but dangerous. You should use parentheses when you are not sure:

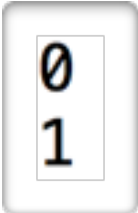
```
print(1, 2 == 3, 4)
print((1, 2) == (3, 4))
```

1	False	4
---	-------	---

Tuples

- Tuples are useful when a group of values goes together. One may assign several variables at once by unpacking a list or tuple. For example, they are used to return multiple values from functions.

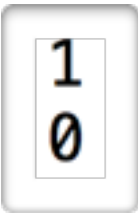
```
a, b = 0, 1 # a gets 0 and b gets 1
print(a)
print(b)
a, b = [0, 1] # exactly the same effect
(a, b) = 0, 1 # same
[a, b] = [0, 1] # same thing
```



0
1

- The swapping trick:

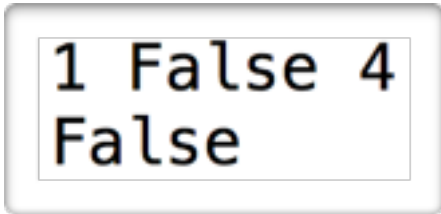
```
a, b = b, a
print(a)
print(b)
```



1
0

- The notation without parentheses is convenient but dangerous. You should use parentheses when you are not sure:

```
print(1, 2 == 3, 4)
print((1, 2) == (3, 4))
```



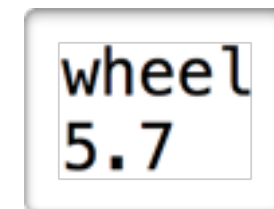
1 False 4
False

Dictionaries

- Lists, tuples, and arrays are **ordered** sets of objects. The individual objects are inserted, accessed, and processed according to their **place** in the list. Dictionaries are **unordered** sets of pairs. One accesses dictionary data by **keys**.

```
truck_wheel = {'name': 'wheel', 'mass': 5.7,  
               'Ix': 20.0, 'Iy': 1., 'Iz': 17.,  
               'center of mass': [0., 0., 0.]}
```

```
print(truck_wheel['name'])  
print(truck_wheel['mass'])
```



- New objects are added to the dictionary by creating a new key

```
truck_wheel['Ixy'] = 0.0
```

- The command dict generates a dictionary from a list with key/value tuples:

```
truck_wheel = dict([('name', 'wheel'), ('mass', 5.7),  
                   ('Ix', 20.0), ('Iy', 1.), ('Iz', 17.),  
                   ('center of mass', [0., 0., 0.]])
```


Looping over dictionaries

- There are mainly three ways to loop over dictionaries:

- By keys:

```
for key in truck_wheel.keys():  
    print(key)
```

```
name  
mass  
Ix  
Iy  
Iz  
center of mass
```

- By value:

```
for value in truck_wheel.values():  
    print(value)
```

```
wheel  
5.7  
20.0  
1.0  
17.0  
[0.0, 0.0, 0.0]
```

- By item, that is, key/value pairs:

```
for item in truck_wheel.items():  
    print(item)
```

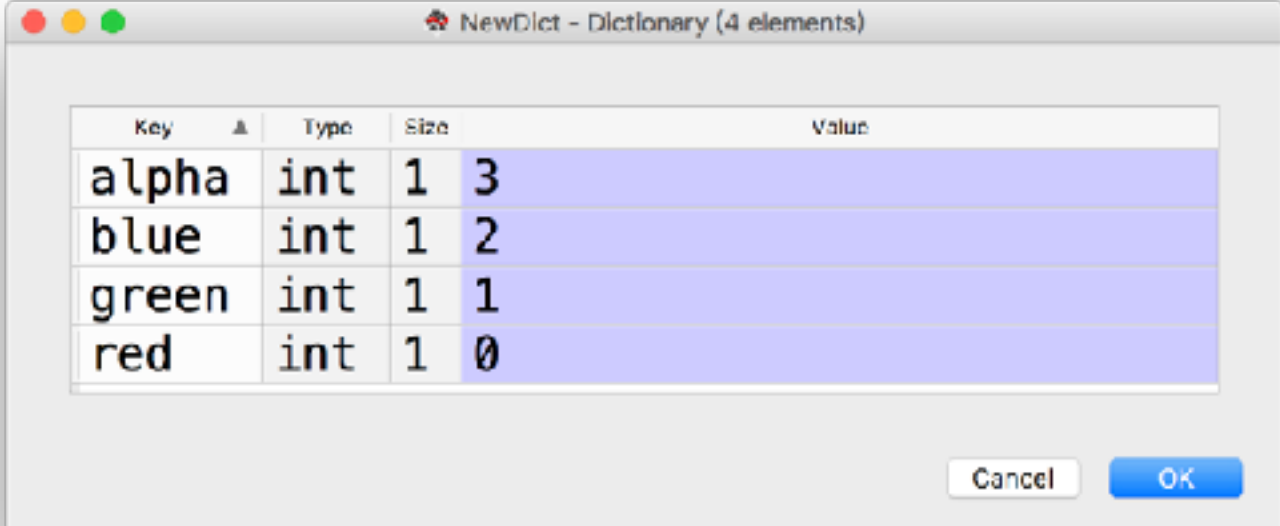
```
('name', 'wheel')  
('mass', 5.7)  
('Ix', 20.0)  
('Iy', 1.0)  
('Iz', 17.0)  
('center of mass', [0.0, 0.0, 0.0])
```

Printed in any order, as order
is meaningless in dictionaries.

Merging lists – `zip`

- A particularly useful function for lists is `zip`. It can be used to merge two given lists into a new list by pairing the elements of the original lists. The result is a list of tuples.
- The following example demonstrates what happens if the lists have different lengths. The length of the zipped list is the shorter of the two input lists. The `zip` function may come in handy for creating a dictionary.

```
ind = [0,1,2,3,4]
color = ["red", "green", "blue", "alpha"]
NewDict = dict(list(zip(color, ind)))
```



Key	Type	Size	Value
alpha	int	1	3
blue	int	1	2
green	int	1	1
red	int	1	0

Sets

- Sets are containers that share properties and operations with sets in mathematics. A mathematical set is a collection of distinct objects:

$$A = \{1, 2, 3, 4\}, B = \{5\}, C = A \cup B, D = A \cap C, E = C \setminus A, 5 \in C$$

```
A = {1, 2, 3, 4}
B = {5}
C = A.union(B)
D = A.intersection(C)
E = C.difference(A)
print('{}\n{}\n{}\n{}\n{}'.format(A, B, C, D, E))
print(5 in C)
```

```
{1, 2, 3, 4}
{5}
{1, 2, 3, 4, 5}
{1, 2, 3, 4}
{5}
True
```

- Sets contain an element **only once**, corresponding to the aforementioned definition. A set is **unordered**; that is, the order of the elements in the set is not defined

```
A = {1, 2, 3, 3, 3}
B = {1, 2, 3}
print(A == B)
```

True

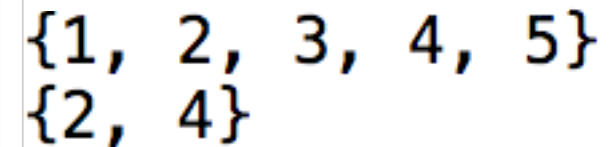
```
A = {1, 2, 3}
B = {1, 3, 2}
print(A == B)
```

True

Sets

- Sets in Python can contain **numeric objects, strings, and Booleans**.
- There are `union` and `intersection` methods:

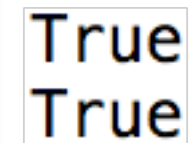
```
A={1,2,3,4}
B = A.union({5})
print(A)
C = A.intersection({2,4,6})
print(A)
print(B)
print(C)
```



```
{1, 2, 3, 4, 5}
{2, 4}
```

- sets can be compared using the methods `issubset` and `issuperset` :

```
print({2,4}.issubset({1,2,3,4,5}))
print({1,2,3,4,5}.issuperset({2,4}))
```



```
True
True
```

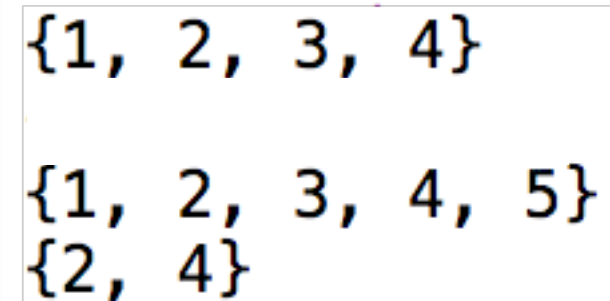
- Empty set: `empty_set=set([])`
- Empty dictionary: `empty_Dict={}`

Name	Type	Size	Value
empty_Dict	dict	0	{}

Sets

- Sets in Python can contain **numeric objects, strings, and Booleans**.
- There are `union` and `intersection` methods:

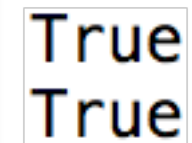
```
A={1,2,3,4}
B = A.union({5})
print(A)
C = A.intersection({2,4,6})
print(A)
print(B)
print(C)
```



```
{1, 2, 3, 4}
{1, 2, 3, 4, 5}
{2, 4}
```

- sets can be compared using the methods `issubset` and `issuperset` :

```
print({2,4}.issubset({1,2,3,4,5}))
print({1,2,3,4,5}.issuperset({2,4}))
```



```
True
True
```

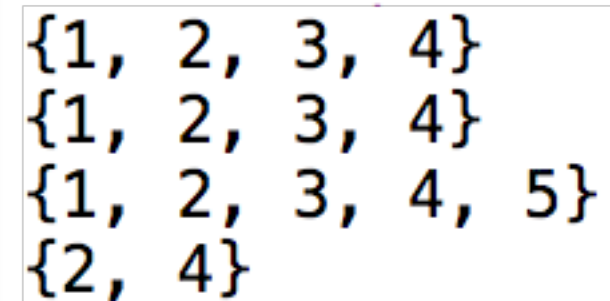
- Empty set: `empty_set=set([])`
- Empty dictionary: `empty_Dict={}`

Name	Type	Size	Value
empty_Dict	dict	0	{}

Sets

- Sets in Python can contain **numeric objects, strings, and Booleans**.
- There are `union` and `intersection` methods:

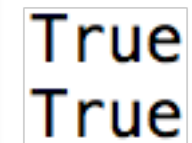
```
A={1,2,3,4}
B = A.union({5})
print(A)
C = A.intersection({2,4,6})
print(A)
print(B)
print(C)
```



```
{1, 2, 3, 4}
{1, 2, 3, 4}
{1, 2, 3, 4, 5}
{2, 4}
```

- sets can be compared using the methods `issubset` and `issuperset` :

```
print({2,4}.issubset({1,2,3,4,5}))
print({1,2,3,4,5}.issuperset({2,4}))
```



```
True
True
```

- Empty set: `empty_set=set([])`
- Empty dictionary: `empty_Dict={}`

Name	Type	Size	Value
empty_Dict	dict	0	{}

Container conversions

Type	Access	Order	Duplicate values	Mutability
List	Index	yes	yes	yes
Tuple	index	yes	yes	no
Dictionary	key	no	yes	yes
Set	no	no	no	yes

- Due to the different properties of the various container types, we frequently **convert one type to another**:

- | Container Types | Syntax |
|-------------------|---|
| List → Tuple | <code>tuple([1, 2, 3])</code> |
| Tuple → List | <code>list((1, 2, 3))</code> |
| List, Tuple → Set | <code>set([1, 2, 3]), set((1, 2, 3))</code> |
| Set → List | <code>list({1, 2, 3})</code> |
| Dictionary → List | <code>{'a': 4}.values()</code> |
| List → Dictionary | – |