

2.2 Dictionary Mechanics

- Dictionaries

- 跟string这些差不多的一个类型 只不过是a bag of key value pairs
- creat的时候要用{ } 符号
- 例子
 - 1 eng2sp = {} 建立一个新字典
 - 2 eng2sp['one'] = 'uno' assign one to uno的方式
 - 3 eng2sp['two'] = 'dos'
 - 4 eng2sp['three'] = 'tres'
 - 5 print(eng2sp)
 - 输出{'one': 'uno', 'two': 'dos', 'three': 'tres'}每一对都是用逗号分开 一对的两个用冒号 如果是string形式每个里还有“”
 - 存储的是key---value这样一对pair存储
 - dictionary是 unordered 不算顺序
 - 或者直接一行写也行
 - eng2sp = {'three': 'tres', 'one': 'uno', 'two': 'dos'}
 - print(eng2sp)
 - value = eng2sp['two']
 - print(value) 要用[]去选哪个元素
 - 或者[]也可以用来加元素
 - olympics={'gold':7}
 - olympics['silver']=8
 - 另一种写法是medals={'gold':33,'silver':17,'bronze':12}直接所有
 - olympics['bronze']=6

- Dictionary operations

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Method	Parameters	Description
keys	none	Returns a view of the keys in the dictionary
values	none	Returns a view of the values in the dictionary
items	none	Returns a view of the key-value pairs in the dictionary
get	key	Returns the value associated with key; None otherwise
get	key,alt	Returns the value associated with key; alt otherwise

- delete key value in the dictionary
 - `inventory = {'apples': 430, 'bananas': 312, 'oranges': 525, 'pears': 217}`
 - `del inventory['pears']`
- 换key的 value
 - `inventory = {'apples': 430, 'bananas': 312, 'oranges': 525, 'pears': 217}`
 - `inventory['pears'] = 0`
 - 还有比如说`inventory['bananas'] = inventory['bananas'] + 200` 更新banana的值为512
 - `numItems = len(inventory)` 对dictionary去len方程的话是数有多少对在dictionary里
- 很多keys
 - `inventory = {'apples': 430, 'bananas': 312, 'oranges': 525, 'pears': 217}`
 - `for key in inventory.keys()`
 - `print(key)`
 - 输出 apples bananas oranges pears
- 如果想要keys的一个list
 - `keys = list(inventory.keys())` 如果只写`inventory.keys()`的话其实得到的不是一个list 所以需要前面再加个list
 - `print (keys)`
- 如果想要apples和它代表的值一起出现的话
 - `print(key,"has the value",inventory[key])`
- 想要value的综合
 - `Junior = {'SI 206':4, 'SI 310':4, 'BL 300':3, 'TO 313':3, 'BCOM 350':1, 'MO 300':3}`
 - `credits=0`
 - `for module in Junior:`
 - `credits=credits+Junior[module]`
- 如果想要inventory里的数字的话
 - `print(list(inventory.values()))`
- 如果想要一个所有pairs的list 里面的的是tuple的形式
 - `print(list(inventory.items()))`
 - 输出[("apples",430),.....]
- 如果 `print("apples" in inventory)` 就会输出boolean 要么True 要么False
 - `mydict = {"cat":12, "dog":6, "elephant":23, "bear":20}` `print(23 in mydict)`就不行 因为这个operate只在keys有的情况下说True
- 另一个方法是.get
 - 很像 indexing 是用来索引的
 - `inventory = {'apples': 430, 'bananas': 312, 'oranges': 525, 'pears': 217}`

- `print(inventory.get("apples"))`跟`inventory['apples']`一样
- 但是和`index`不一样的是 如果`.get`没找到值的话输出的是`None` `index`会直接报错
`print(inventory['cherries'])`
- `print(inventory.get("cherries",0))` 这个意思就是说 如果`cherries`在`dic`里面的话就`print`它的值 如果不在 赋值给`cherries` 为0

- aliasing of dictionary 同样成立

- Dictionary Accumulation

- 比如说现在有个task 要知道某txt中到底有几个字母t
- 最一般的写法是

- `f = open('scarlet.txt', 'r')`
- `txt = f.read()`
- `t_count = 0`
- `for c in txt:`
- `if c == 't':`
- `t_count = t_count + 1`
- `print("t: " + str(t_count) + " occurrences")`
- 如果`c=='t'` True的话就加一

- 但是这个情况只限制于找一个letter

- 如果要找多的话很有可能就很麻烦了

- `f = open('scarlet.txt', 'r')`
- `txt = f.read()`
- `t_count = 0`
- `s_count = 0`
- `for c in txt:`
- `if c == 't':`
- `t_count = t_count + 1`
- `elif c == 's':`
- `s_count = s_count + 1`
- `print("t: " + str(t_count) + " occurrences")`
- `print("s: " + str(s_count) + " occurrences")`

- 所以这里的话就想个办法 看是不是用dic能简便

- `f = open('scarlet.txt', 'r')`
- `txt = f.read()`
- `x = {}` 先建个空的dic
- `x['t'] = 0` 给dic里面的字母t设定值0

- `x['s'] = 0` 同样给s设定0
- `for c in txt:`
 - `if c == 't':`
 - `x[c] = x[c] + 1`
 - `elif c == 's':`
 - `x[c] = x[c] + 1`
- `print("t: " + str(x['t']) + " occurrences")`
- `print("s: " + str(x['s']) + " occurrences")`
- 但是这样在碰到很多字母的时候还是要写很多elif 所以就有了下面的简化版
 - `f = open('scarlet.txt', 'r')`
 - `txt = f.read()`
 - `x = {}`
 - `for c in txt:`
 - `if c not in x:`
 - `x[c] = 0` 如果没见过就assign为0
 - `x[c] = x[c] + 1` 不论见没见过都加一
 - `print("t: " + str(x['t']) + " occurrences")`
 - `print("s: " + str(x['s']) + " occurrences")`
 - 或者print的时候直接`print(x+": "+str(x[c])+ "occurrences")`
 - 或者直接用一個for loop去print
- 一个应用 scrabble game?
 - `f = open('scarlet2.txt', 'r')`
 - `txt = f.read()`
 - `x = {}`
 - `for c in txt:`
 - `if c not in x:`
 - `x[c] = 0`
 - `x[c] = x[c] + 1`
 - `letter_values = {'a': 1, 'b': 3, 'c': 3, 'd': 2, 'e': 1, 'f': 4, 'g': 2, 'h': 4, 'i': 1, 'j': 8, 'k': 5, 'l': 1, 'm': 3, 'n': 1, 'o': 1, 'p': 3, 'q': 10, 'r': 1, 's': 1, 't': 1, 'u': 1, 'v': 8, 'w': 4, 'x': 8, 'y': 4, 'z': 10}`
 - `tot = 0`
 - `for y in x:`
 - `if y in letter_values:`
 - `tot = tot + letter_values[y] * x[y]`
 - `print(tot)`

- 一个大应用：数清楚dic里有多少个字母之后 再找到最小数字对应的key

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1 placement = "Beaches are cool places to"
2
3 d = {}
4
5 for c in placement:
6     if c not in d:
7         d[c] = 0
8     d[c] = d[c] + 1
9
10 keys = list(d.keys())
11 min_value = keys[0]
12
13 for key in keys:
14     if d[key] < d[min_value]:
15         min_value = key
```

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