

Lab 6 – The Sequence Data Structure

Your task is to write a program that *creates a list of elements* **common to a list of lists**.

Short story:

- 1. Prompt user for number of lists (5-10) and number of elements in each list (15-20)
 - Remember to coerce the user input to an integer!
 We'll skip the checking we didn't cover exception handling yet
- 2. Create a data structure buncha_lists that has [number of lists] lists, each list has number of elements in each list of random integers between 0 and 20
- Print out the generated data structure:
 One list per line; sort each list (makes it easier to see if program works!)
- 4. Write a function that looks for **common elements for two lists.**
- 5. Write a function that calls the function you wrote in step 4, passing two lists in your buncha_lists structure at a time

 The idea is that you get the common elements from buncha_lists [0] and [1] from the function in step 4, pass this list of common elements and buncha_lists[2] to the function in step 4 and get a list of common elements to three lists, pass the new common list and buncha_lists[3] to that step 4 function, getting a list common to four lists. Continue until you pass all lists in buncha_lists to the step 4 function.

The program with a few comments/blank lines for readability is about 40 lines

Here is some starter code (**skel.py**) on the next page and in your lab folder – shows the *function definitions* (since we didn't yet drill down to function usage yet!) and lots of hints.

```
from random import randint
def find_common_unique_elements( iter1, iter2 ):
   list with common = []
   return list with common
def find common elems buncha iters( buncha iters ):
   # Pass first two iterables; save common elements
   common_elems = find_common_unique_elements( ??? )
   # Need an expression that ITERATES OVER REMAINING LISTS IN buncha iters
   # In the block coded above, call find_common_unique_elements with arguments
       ??? = find_common_unique_elements( common_elems, ??? )
   return common elems
def gen_return_random_num_list( num_items ) :
   #return a LIST COMPREHENSION that creates a list of
   # The expression
def main( ):
   # Create buncha iterator structure
   # Use a LIST COMPREHENSION to create a LIST OF LISTS (buncha iters)
   buncha iters = [ ????? ]
[find_common_elems_buncha_iters( buncha_iters )}')
main()
```

Sample Execution

Enter number of iterators (5-10) ==> 5

Enter number for each iterator (15-20) ==>20

[3, 3, 4, 7, 7, 9, 10, 10, 10, 10, 10, 11, 12, 12, 13, 13, 14, 14, 19]

[1, 2, 2, 4, 4, 5, 6, 7, 7, 8, 10, 10, 12, 12, 12, 14, 17, 18, 18, 19]

[0, 0, 0, 2, 2, 4, 4, 8, 9, 11, 12, 12, 13, 14, 15, 15, 16, 18, 18, 20]

[0, 2, 4, 6, 7, 8, 9, 12, 13, 14, 14, 14, 15, 16, 16, 17, 18, 19, 19, 19]

[1, 2, 2, 5, 5, 5, 6, 6, 6, 9, 11, 12, 14, 15, 16, 17, 18, 19, 19, 20]

Elements common to all lists: [14, 12]