

Day 7

Ludo : (Q1) store & show me a float value in variable x

(Lilly) : $x = 3.5$ ✓ Good

Ludo : (Q2) store & show me a boolean value

$x = \text{True}$ ✓ Good

Q3) store a set a chars in a variable
✓ $x = \text{"anything Akshwarya!"}$

✓ cell

mixture

x 
 $x =$ 



$x =$ 

$x =$ 







Both

store multiple
values

int
float
char
str

Complex

$x = 5 + 6i$

Q) Store & show me 5 Numbers in single variable?

~~Why?~~
✓ what?
How?

a = [1, 2, 3, 4, 5]

a = [1, 2, 3, 5, 6, 7, Hello]

~~Array~~ & ~~list~~

→ Homogenous
(same datatype)

→ Heterogenous
(different datatype) ✓

* In list you can store Homogenous as well as Heterogenous values but in Array you can store only homogenous values

Indexing?

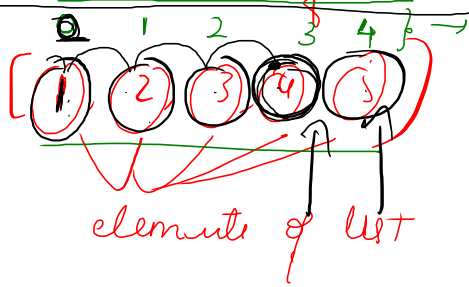
↳ Faster retrieval of data

len(a) → list name

a[3]

a[-1]
a[-4]

(a) → list name



index of every ele of list



index start → 0

end → (n-1)

n → length of list

why index?

a = [0 1 2 3 4]
1 2 3 4
-4 -3 -2 -1

print (4) element of list

Accessing value in list

listname [index]

index

~~-1, -2~~

~~0~~
-2

↳

Ordered
lists are ordered

Slicing elements of list

a = [1, 2, 3, 4]

a [start index : end index]

is not included. +1

a [0 : 1] → returns a new sliced list

What is Mutable &

✓
you can
change the
value of any
element of the
list
(OR)

you can reassign
the value.

✓
Immutable

you cannot
change value
(OR)

you cannot reassign
value.

$\{ \overset{x}{\boxed{50}} = \boxed{50} \}$
 $x = \boxed{15}$

Reassigning
value

x
 $\boxed{15}$

Reassigning
value to
variable

Closest Brother of list i.e Tuple

2 Differences

→ Immutable

→ () → Create a tuple.

iterato r

↓
anything on which you can iterate ~~you can~~

iterate

map

iterate over every
ele of list & do
something on every
element of the
list

x2
a = (1, 3, 1)