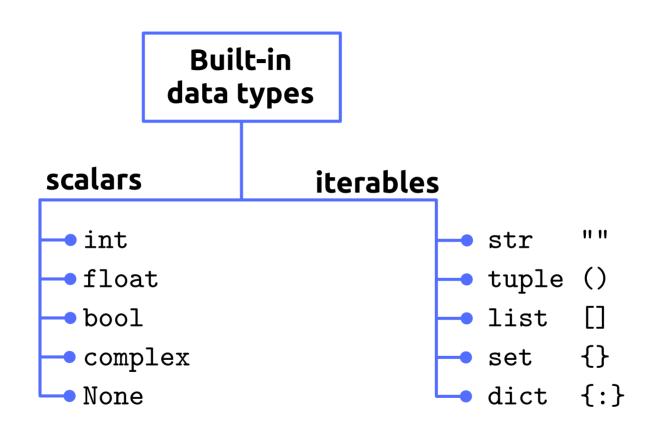
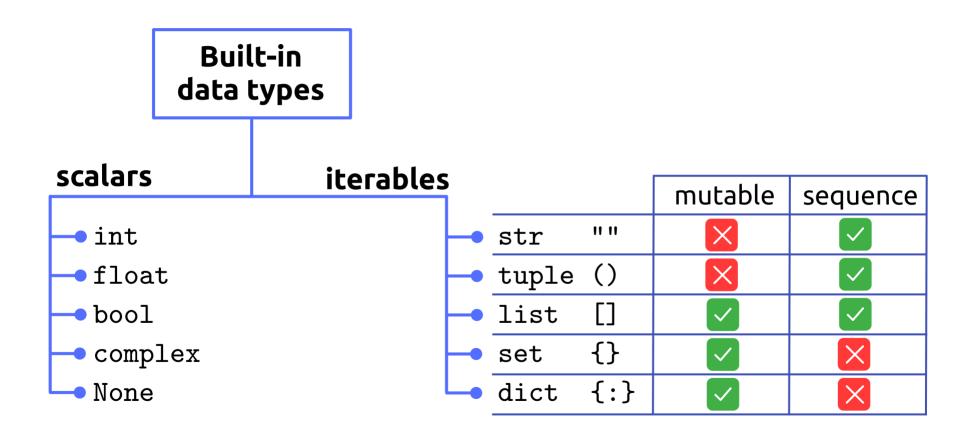


235A Python for Engineers

Module 2: Python basics



Mutability and Order of iterables



Checking membership in an iterable

Syntax: <value> in <iterable>

Indexing iterables

Description: Get the i'th element in an ordered iterable A

Syntax: A[index]

Note: Indexing is 0-based

Applies to: Sequences

Negative index: -16 -15 -14 -13 -12 -11 -10 -9 -8 -7 -6 -5 -4 -3 -2 -1

Slice indexing

Description: Extract a sub-iterable from an ordered iterable A.

Syntax: A[start=0:stop=len(A)]

A[start=0:stop=len(A):step=1]

Note: 'stop' value is not included in the result

Examples

Finding an element in an ordered iterable

Description: Return the index of the first instance of <value> in A.

Syntax: A.index(<value>)

Note: Throws an error if <value> not in A

List methods

• [] or list() ... Make an empty list. ... Puts value at the end of A. • A.append(value) ... Appends each value of iterable to A. • A.extend(iterable) ... Inserts value at a A[i]. • A.insert(index, value) ... Remove the first instance of value from A. • A.remove(value) ... Extract the item at index and return it. • A.pop(index) ... Remove all items from A. • A.clear()

When to use a tuple instead of a list?

- Tuples are immutable, lists are mutable.
- Tuples are smaller and faster than lists.
- Use tuples as keys to dictionaries

Unpacking ordered iterables

Description: Shorthand syntax for assigning the elements of an ordered iterable to respective variables.

Syntax:
$$X1,...,Xn = A$$

Note: Will fail if len(A)!=n

Dictionaries

Description: Set of key-value pairs.

Syntax: A = {key1:value1, key2:value2, ..., keyN:valueN}

Note: Keys must be unique.

Joining and splitting strings

String + Description: Join two or more strings.

Syntax: A = str1 + str2 + ... + strN

Returns: A string.

split() Description: Split a string at a delimiter.

Syntax: A.split(<delimiter>)

Returns: A list of strings.

Formatting strings

Description: Build strings with numerical values of variables

Syntax: A = {key1:value1, key2:value2, ..., keyN:valueN}

Note: Keys must be unique.

On the use of whitespace in Python

- Most languages use special symbols to demarcate blocks of code.
 - C, C++, Java: {}
 - Matlab: end
- Python uses indentation levels.
- Common practice: a tab character or 4 white spaces.
- **Consistency** is important.

"if" statements

An "if" statement (or "conditional" statement) selects one of several blocks of code to execute, according to respective boolean expressions.

Syntax:

```
if <boolean expression 1>:
        <code block 1>
elif <boolean expression 2>:
        <code block 2>
        ...
elif <boolean expression N-1>:
        <code block N-1>
else:
        <code block N>
```

"while" loops

A "while" loop executes a block of code as long as a boolean expression evaluates to `True`.

Syntax:

```
while <boolean expression>:
     <code block>
```

"for" loops

A "for" loop executes the block of code as many times as there are items in a given iterable. A variable is assigned successive values from the iterable.

Note: Order of execution is only guaranteed for sequences.

"break" and "continue"

Used within loops (both **for** and **while**).

- break: exit the for (or while) loop immediately.
- **continue**: ignore the rest of the block and go on to next iteration.

"range"

Description: Generate a uniformly spaced list of numbers.

```
Syntax: range(stop)
```

range(start,stop,step=1)

"enumerate"

Description: Iterate simultaneously through the index and values of a sequence.

Comprehensions

Description: A succinct syntax for creating iterables from other iterables.

```
Syntax: set: {<expression> for <var> in <iterable> if <conditional>}

tuple: (<expression> for <var> in <iterable> if <conditional>)

list: [<expression> for <var> in <iterable> if <conditional>]

dict: {key:value for <var> in <iterable> if <conditional>}
```

