data structures in python

```
#Creating list with same data type
a = [1,2,3,4,5,6,7,8,9,10]
print(a)

[1, 2, 3, 4, 5, 6, 7, 8, 9, 10]

#creating list with differat data type
b = [1,2.5, 'manju']
print(b)

[1, 2.5, 'manju']
```

list operations

"Accessing Items"

```
print(a[8])
print(b[-1])

10
manju
```

modifying Items

```
a[3]=12
print(a)
[1, 2, 3, 12, 5, 6, 7, 8, 9, 10]
b[2] = 'manju'
print(b)
[1, 2.5, 'manju']
```

adding items

```
#append
a.append(10)
a
[1, 2, 3, 12, 5, 7, 8, 9, 10, 10, 10, 10]
```

```
#insert
b.insert(6,'manju')
b

[1, 2.5, 'manju', 'manju', 'manju']
```

Removing items

```
#remove
a.remove(10)
a
[1, 2, 3, 12, 5, 7, 8, 9, 10]
#pop
b.pop(2)
b
[1, 2.5, 'manju', 'manju']
```

Other operations

```
#len
len(a)
9
a.sort()
a.reverse()
a
[77, 77, 66, 6, 5, 3, 3, 2, 1]
```

Iterating through a list

```
a = (1,3,5,76,56,5,9,4)
for i in a:
    print(i)

1
3
5
76
56
5
9
4
```

Tuples

```
a = ( 1,2,3,4,'hello',5.5)
print(a[0])
print(a[-1])

1
5.5

#accessing items in a tuple
print(a[3])
4
```

Dictionary

```
student ={
    "name": "manju",
    "age": 18,
    "grade": "A",
    "city": "new york"
}
print(student)
{'name': 'manju', 'age': 18, 'grade': 'A', 'city': 'new york'}
```

Accessing and modifying Items

```
#Accessing
print(student["age"])

18

#Modifying
student["age"] = 21
print(student)

{'name': 'manju', 'age': 21, 'grade': 'A', 'city': 'new york'}

#adding
student["gender"] = "male"
print(student)

{'name': 'manju', 'age': 21, 'grade': 'A', 'city': 'new york',
'gender': 'male'}

#removing
del student["grade"]
print(student)
```

```
{'name': 'manju', 'age': 21, 'city': 'new york', 'gender': 'male'}
```

Iterating Thought a Dictionary

```
for key, value in student.items():
    print(key,value)

name manju
age 21
city new york
gender male
```

Set

Creating a set

```
#creating a set
num = {1,2,3,4,5,6,7,8,9}
print(num)
{1, 2, 3, 4, 5, 6, 7, 8, 9}
```

Set Operations

```
#Adding Items
num.add(10)
print(num)
\{1, 2, 3, 4, 5, 6, 7, 8, 9, 10\}
#Removing Items
num.remove(8)
print(num)
{1, 2, 3, 4, 5, 6, 7, 9, 10}
#set operations
#union
a = \{1, 2, 3, 4, 5\}
b = \{4,5,6,7,8,\}
a | b
{1, 2, 3, 4, 5, 6, 7, 8}
#intersection
a & b
{4, 5}
```

```
#Difference
a - b
{1, 2, 3}
```

Hands on practice

```
#manipulating Lists
fruits = ['apple', 'banana', 'orange', 'cherry']
fruits.append('mango')
fruits.remove('banana')
print(fruits)
['apple', 'orange', 'cherry', 'mango']
#Creating a Dictionary
book = {
    "title": "Python Basics",
    "author": "John Doe",
    "year": 2023
}
print(book["title"])
book["year"]=2024
print(book)
Python Basics
{'title': 'Python Basics', 'author': 'John Doe', 'year': 2024}
#Working with Sets
set1 = \{1,2,3,4\}
set2 = \{3,4,5,6\}
print("Union:",set1 | set2)
print("Intersection:",set1 & set2)
print("Difference:",set1 - set2)
Union: {1, 2, 3, 4, 5, 6}
Intersection: {3, 4}
Difference: {1, 2}
```

problems solving

```
#Merage Two Lists
list1 = [1,2,3]
list2 = [4,5,6]
merged_list = list1 + list2
print("Merged List:",merged_list)
```

```
Merged List: [1, 2, 3, 4, 5, 6]
#Dictionary Operations
student = {"name": "john", "age": 21, "marks": 85}
print("Name:",student["name"])
student["marks"] = 90
print("Updated Marks:",student["marks"])
Name: john
Updated Marks: 90
#find the maximum and minimum in a list
num = [10, 20, 30, 40, 50,]
print("Maximum:",max(num))
print("Minimum:",min(num))
Maximum: 50
Minimum: 10
#Count Frequency of Elements
numbers = [1,2,2,3,3,3,4,4,4,4]
frequency = \{\}
```

find wheather it is palindrome

```
number = int(input("Enter a number:"))
reverse number = 0
temp = number
while temp > 0:
  digit = temp % 10
  reverse number = reverse number * 10 + digit
 temp //= 10
if number == reverse number:
  print(f"{number} is a palindrome")
else:
  print(f"{number} is not a palindrome")
Enter a number:212
212 is a polindrome
#palindrome
number = input("Enter a number: ")
if number == number[::-1]:
  print(f"{number} is a palindrone")
  print(f"{number} is not a palindrome")
```

```
Enter a number: nayan
nayan is a polindrone
class Solution(object):
    def isPalindrome(self, x):
        :type x: int
        :rtype: bool
        if x < 0 or (x % 10 == 0 \text{ and } x != 0):
            return False
        reversed half = 0
        while x > reversed half:
            reversed half = reversed half * 10 + x % 10
            x //= 10
        return x == reversed half or x == reversed half // 10
solution = Solution()
print(solution.isPalindrome(121))
print(solution.isPalindrome(-121))
print(solution.isPalindrome(10))
print(solution.isPalindrome(0))
True
False
False
True
fruits = ['apple', 'banana', 'cherry']
print(fruits[0])
apple
```

pretty print

```
import pprint
data = {"name": "Alice", "subjects": ["Math", "Science"], "grades":
{"Math": "A",
"Science": "B"}}
pprint.pprint(data)

{'grades': {'Math': 'A', 'Science': 'B'},
   'name': 'Alice',
   'subjects': ['Math', 'Science']}
```

```
#basic list problems
favorite movies = ["Inception", "The Dark Knight", "Interstellar",
"The Matrix"]
new movie = "Pulp Fiction"
favorite movies.append(new movie)
print("After adding a new movie:", favorite_movies)
movie to remove = "The Matrix"
if movie to remove in favorite movies:
    favorite movies.remove(movie to remove)
print("After removing a movie:", favorite movies)
specific_movie = "Inception"
if specific movie in favorite movies:
    index = favorite movies.index(specific movie)
    print(f"The index of '{specific movie}' is:", index)
else:
    print(f"'{specific movie}' is not in the list.")
After adding a new movie: ['Inception', 'The Dark Knight',
'Interstellar', 'The Matrix', 'Pulp Fiction']
After removing a movie: ['Inception', 'The Dark Knight',
'Interstellar', 'Pulp Fiction']
The index of 'Inception' is: 0
#magic 8 ball Extension
import random
# Magic 8 Ball responses
responses = [
    "It is certain.", "It is decidedly so.", "Without a doubt.",
    "Yes — definitely.", "You may rely on it.", "As I see it, yes.", "Most likely.", "Outlook good.", "Yes.", "Signs point to yes.",
    "Reply hazy, try again.", "Ask again later.",
"Better not tell you now.", "Cannot predict now.",
"Concentrate and ask again.", "Don't count on it.",
    "My reply is no.", "My sources say no.",
    "Outlook not so good.", "Very doubtful."
]
print("Welcome to the Magic 8 Ball!")
print("You can ask any question or type 'quit' to exit.")
while True:
    # Get the user's question
    question = input("\nWhat is your question? ").strip()
    # Check if the user wants to quit
    if question.lower() == "quit":
         print("Goodbye! Come back soon!")
         break
```

```
# Ensure the question is not empty
    if not question:
        print("Please ask a question!")
        continue
    # Provide a random response
    print("Magic 8 Ball says:", random.choice(responses))
Welcome to the Magic 8 Ball!
You can ask any question or type 'quit' to exit.
What is your question? quit
Goodbye! Come back soon!
#Dictionary Manipulation
library = {
    "1984": True,
    "To Kill a Mockingbird": True,
    "The Great Gatsby": True,
    "Moby Dick": False,
    "War and Peace": True
}
def is book available(book title):
    return library.get(book title, None)
def borrow book(book title):
    if book title in library:
        if library[book title]:
            library[book title] = False
            print(f"You have successfully borrowed '{book title}'.")
        else:
            print(f"'{book title}' is currently unavailable.")
    else:
        print(f"'{book title}' is not in the library.")
def return book(book title):
    if book title in library:
        if not library[book title]:
            library[book title] = True
            print(f"Thank you for returning '{book title}'.")
        else:
            print(f"'{book title}' was not borrowed.")
    else:
        print(f"'{book title}' is not in the library.")
print("Welcome to the library system!")
```

```
while True:
    print("\nOptions: 1. Check availability 2. Borrow book 3. Return
book 4. Exit")
    choice = input("Enter your choice: ").strip()
    if choice == "1":
        book = input("Enter the title of the book: ").strip()
        available = is book available(book)
        if available is None:
            print(f"'{book}' is not in the library.")
        elif available:
            print(f"'{book}' is available.")
        else:
            print(f"'{book}' is currently unavailable.")
    elif choice == "2":
        book = input("Enter the title of the book to borrow:
").strip()
        borrow_book(book)
    elif choice == "3":
        book = input("Enter the title of the book to return:
").strip()
        return book(book)
    elif choice == "4":
        print("Goodbye!")
        break
    else:
        print("Invalid option. Please try again.")
Welcome to the library system!
Options: 1. Check availability 2. Borrow book 3. Return book 4.
Exit
Enter your choice: 4
Goodbye!
#Dictionary Manipulation
menu = {
    "Burger": 5.99,
    "Pizza": 8.99,
    "Pasta": 7.49,
    "Salad": 4.99,
    "Fries": 2.99,
    "Drink": 1.99,
def calculate total(items):
    total = 0
```

```
unavailable items = []
    for item in items:
        if item in menu:
            total += menu[item]
        else:
            unavailable_items.append(item)
    return total, unavailable item
print("Welcome to our restaurant!")
print("Here is the menu:")
for item, price in menu.items():
    print(f"{item}: ${price:.2f}")
while True:
    print("\nEnter the items you'd like to order (comma-separated), or
type 'exit' to quit.")
    order = input("Your order: ").strip()
    if order.lower() == "exit":
        print("Thank you for visiting! Goodbye!")
        break
    order list = [item.strip() for item in order.split(",") if
item.strip()]
    # Calculate total cost
    total cost, unavailable = calculate total(order list)
    if unavailable:
        print(f"Sorry, these items are not on the menu: {',
'.join(unavailable)}")
    print(f"Total cost for your order: ${total cost:.2f}")
Welcome to our restaurant!
Here is the menu:
Burger: $5.99
Pizza: $8.99
Pasta: $7.49
Salad: $4.99
Fries: $2.99
Drink: $1.99
Enter the items you'd like to order (comma-separated), or type 'exit'
to auit.
Your order: exit
Thank you for visiting! Goodbye!
```