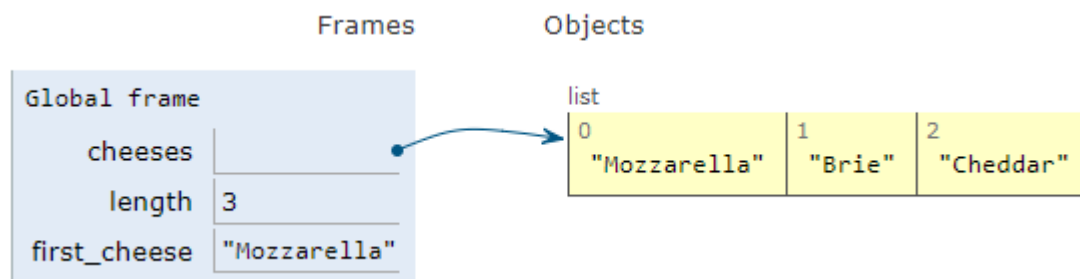


# Collections

# Python Collection Example

```
cheeses = ['Mozzarella', 'Brie', 'Cheddar']  
length = len(cheeses)  
first_cheese = cheeses[0]  
for next_cheese in cheeses:  
    print(next_cheese)
```



- elements: 'Mozzarella', 'Brie', 'Cheddar'
- length function: `len()`
- membership: `in`
- indexing/slicing: `[0]`
- iteration: `for`

# Collection Mapping Types

- a data type that supports:
  - 1) membership (in/not in)
  - 2) size (len() function)
  - 3) iteration
- collections of (*key*, *value*) pairs
- built-in Python mapping types
  1. dictionary (unordered)
  2. default dictionary (unordered)
  3. ordered dictionary (ordered)
- keys contain “hashable” objects that must be immutable (cannot contain lists)
- values can be mutable
- ordered dictionaries maintain order in which keys were put

# The *in/not in* Operator

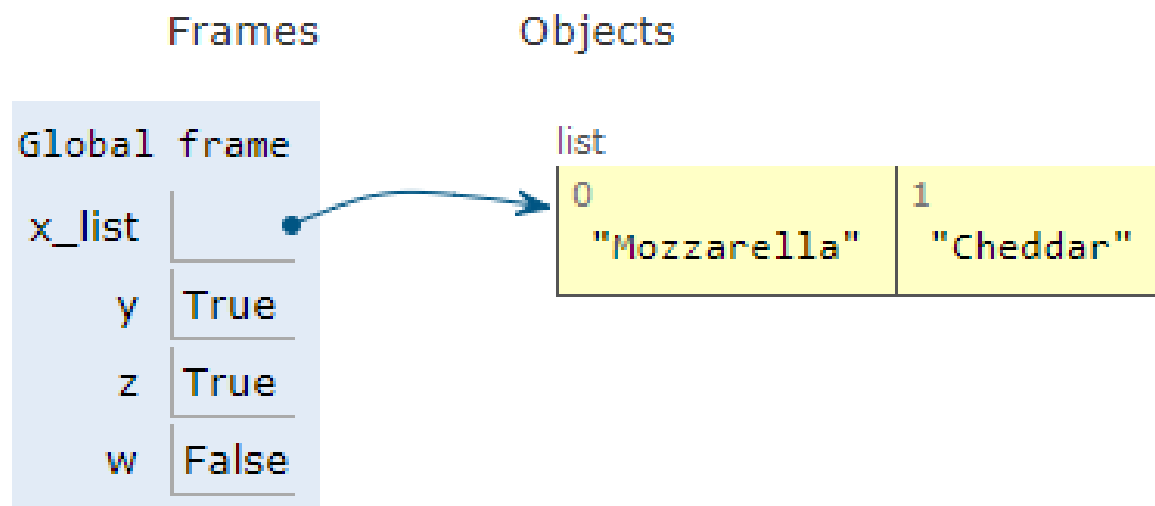
- check if object exists in a collection
- returns True or False

```
>>> x_list = ['Mozzarella', 'Cheddar']
```

```
>>> y = 'Cheddar' in x_list
```

```
>>> z = 'Brie' not in x_list
```

```
>>> w = 'Gouda' in x_list
```



# *collection* **Data Types**

- sequence types

- 1) lists
- 2) tuples
- 3) named tuples

- set types

- 1) sets
- 2) frozen sets

- mapping types

- 1) dictionaries
- 2) default dictionaries
- 3) ordered dictionaries

# Examples of Sequence Types

- built-in Python sequence types

1. bytes
2. bytearray
3. list
4. str
5. tuple
6. named tuple

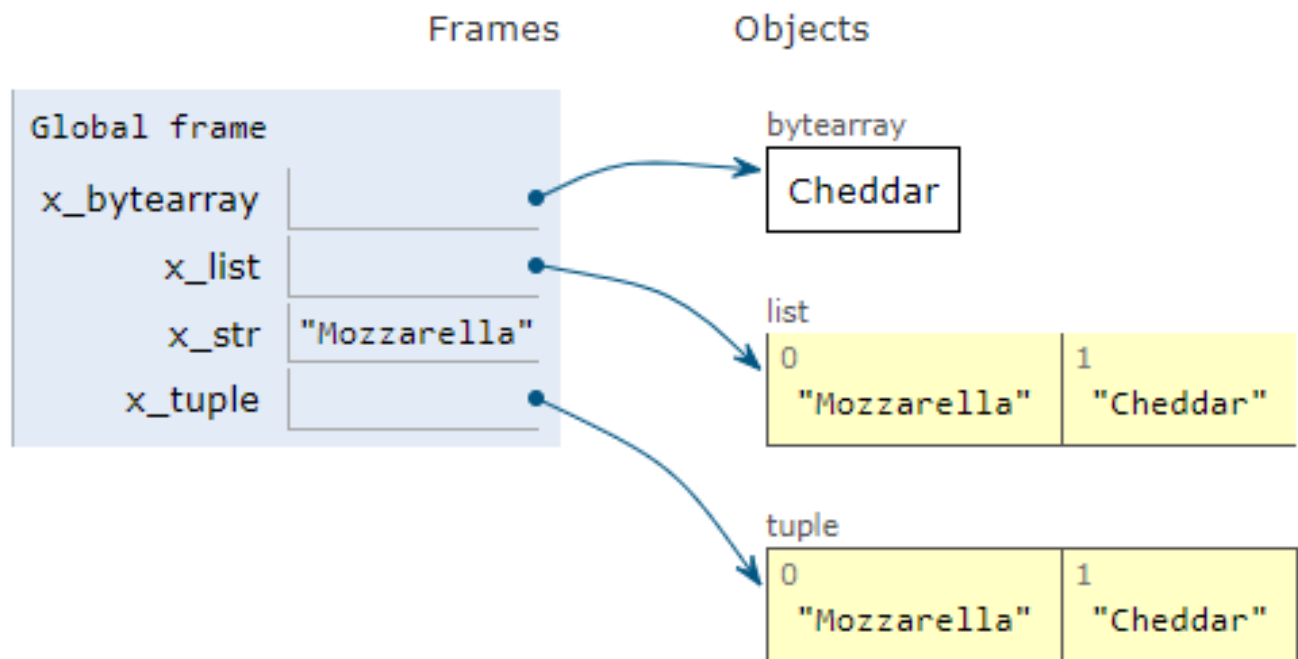
```
from collections import namedtuple
x_bytearray = bytearray(buffer('Cheddar'))
x_list = ['Mozzarella', 'Cheddar']
x_str = 'Mozzarella'
x_tuple = ('Mozzarella', 'Cheddar')
x_named_tuple = namedtuple('Cheeses',
                             'Mozzarella', 'Cheddar')
```

# Collection Sequence Types

- a data type that supports:
  - 1) membership (in/not in)
  - 2) size (len() function)
  - 3) slicing ([])
  - 4) iteration
- built-in Python sequence types
  1. bytes
  2. bytearray
  3. list
  4. str
  5. tuple
  6. named tuple

# *Bytearray, List, Str, Tuple*

```
x_bytearray = bytearray(buffer('Cheddar'))  
x_list = ['Mozzarella', 'Cheddar']  
x_str = 'Mozzarella'  
x_tuple = ('Mozzarella', 'Cheddar')
```





# Dictionaries

```
>>> from collections import defaultdict  
>>> x_dict = {1: 'Mozzarella', 2: 'Cheddar'}  
>>> x_default = defaultdict(int, **x_dict)  
>>> result = x_default_dict[5]
```

0

```
>>> result = x_dict[5]
```

KeyError: (5,)

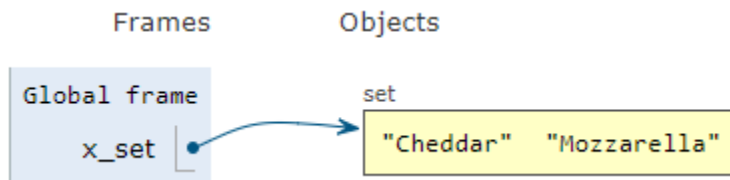
- default dictionary allow non-existing key

# Collection Set Types

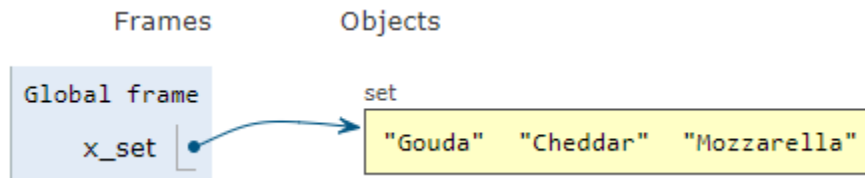
- a data type that supports:
  - 1) membership (in/not in)
  - 2) size (len() function)
  - 3) iteration
  - 4) comparisons and bitwise
- built-in Python set types
  1. sets
  2. frozen sets
- contains “hashable” objects that must be immutable (cannot contain lists)
- unordered and mutable (set)
- unordered and immutable (frozen set)

# Sets in Detail

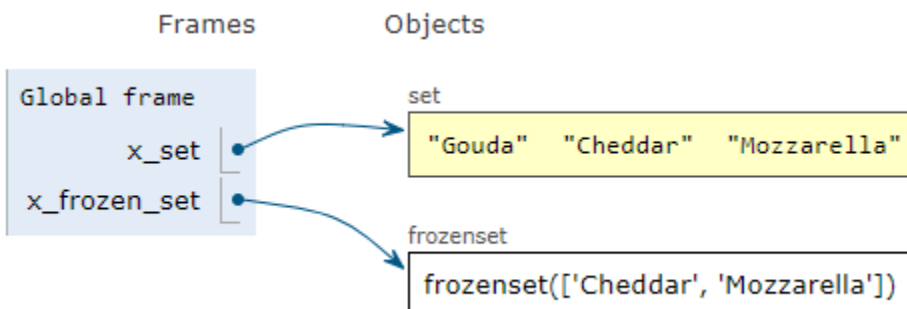
```
>>> x_set = set(('Mozzarella', 'Cheddar'))
```



```
>>> x_set.add('Gouda')
```



```
>>> x_frozen_set = frozenset(('Mozzarella',  
                               'Cheddar'))
```



```
>>> x_frozen_set.add('Gouda')
```

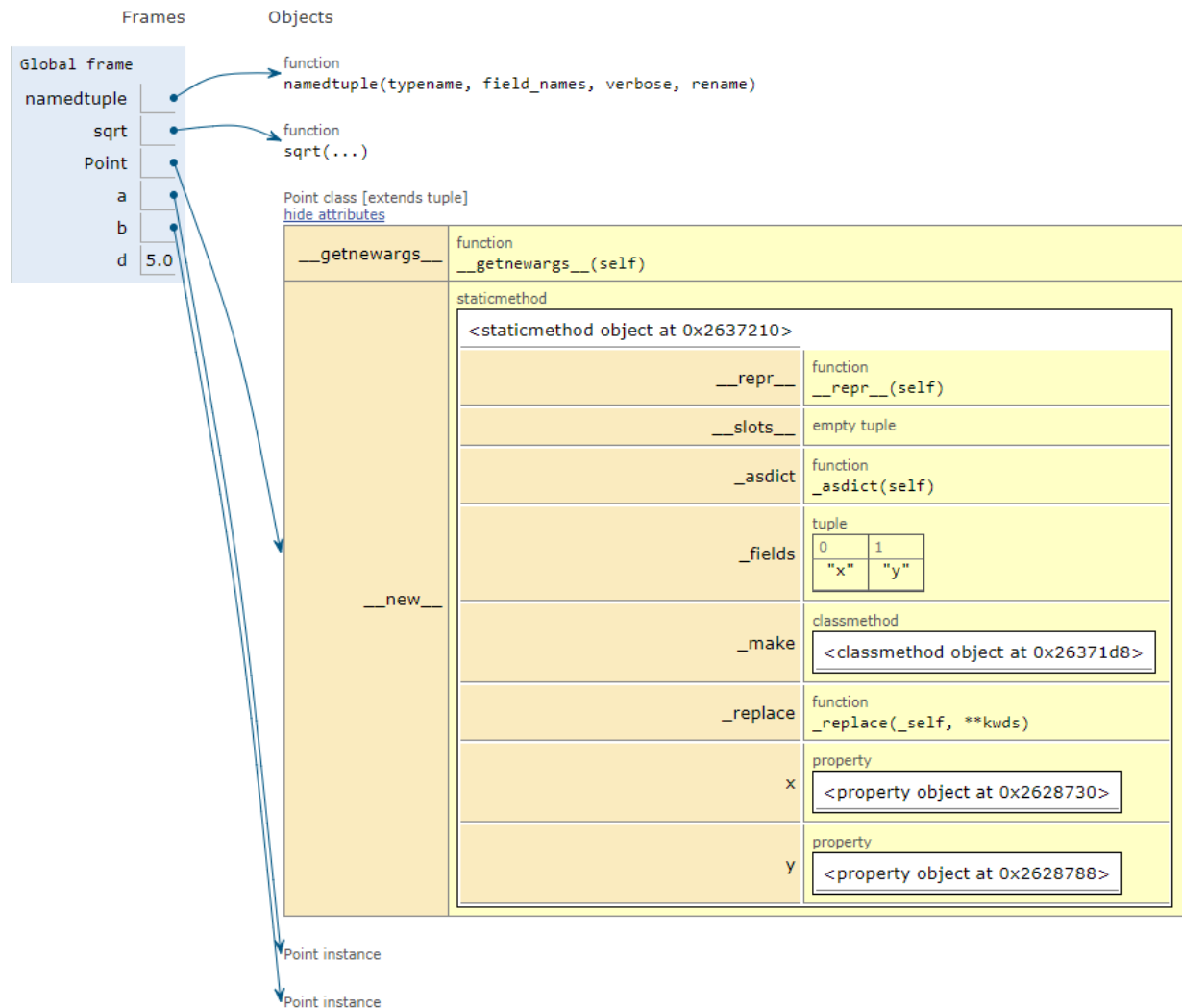
AttributeError: 'frozenset' object has no attribute 'add'

# Named Tuple

```
from collections import namedtuple
from math import sqrt
Point = namedtuple('Point', 'x y')
a = Point(2, 7)
b = Point(5, 11)
d = sqrt((a.x - b.x)**2 + (a.y - b.y)**2)
```

- can be referenced as standard tuples or objects (a[0] or a.x)
- immutable
- use for readability

# Named Tuple in Detail



# *Iterators*

- a data type that can return one item at a time is called *iterable*
- such methods have `__iter__` method and `__getitem__()` method

# Generators

- a function that produces a sequence

```
def compute_cubes(n):  
    x = 0  
    while x < n:  
        yield x**3  
        x = x + 1
```

```
>>> y = next_cubes(3) # generator
```

```
>>> y.next()
```

```
0
```

```
>>> y.next()
```

```
1
```

```
>>> y.next()
```

```
8
```

```
>>> y.next()
```

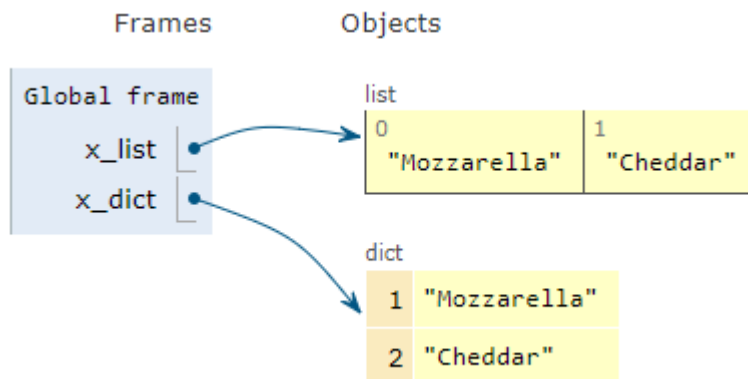
```
None
```

# Copying Collections

- no copying takes place in assignment
- both variables point to the same object

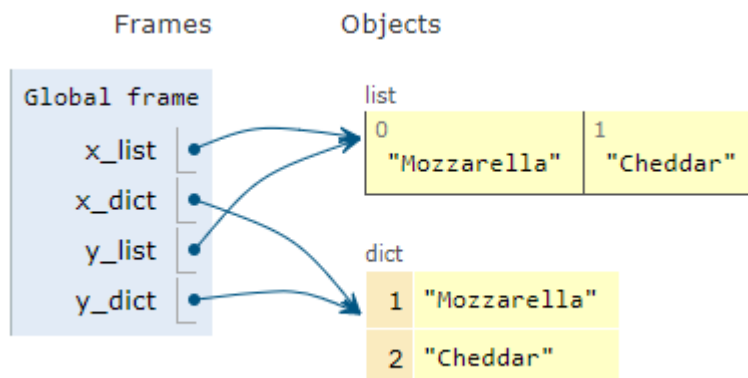
```
>>> x_list = ['Mozzarella', 'Cheddar']
```

```
>>> x_dict = {1: 'Mozzarella', 2: 'Cheddar'}
```



```
>>> y_list = x_list
```

```
>>> y_dict = x_dict
```

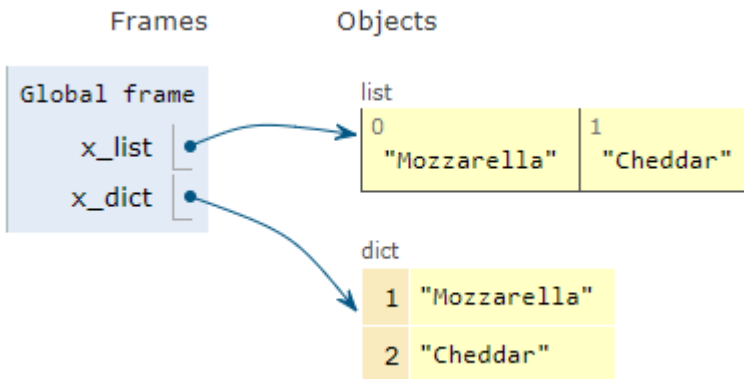




# Copying Collections via Type

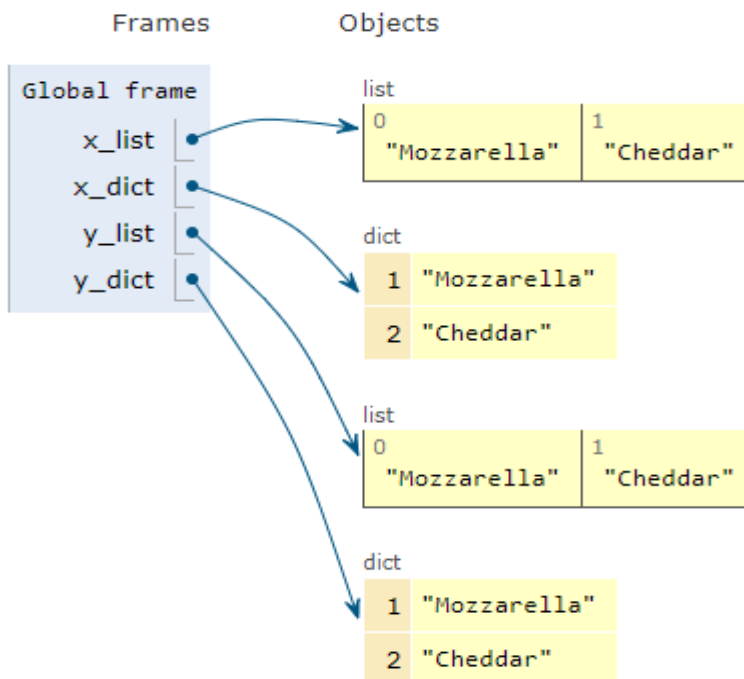
```
>>> x_list = ['Mozzarella', 'Cheddar']
```

```
>>> x_dict = {1: 'Mozzarella', 2: 'Cheddar'}
```



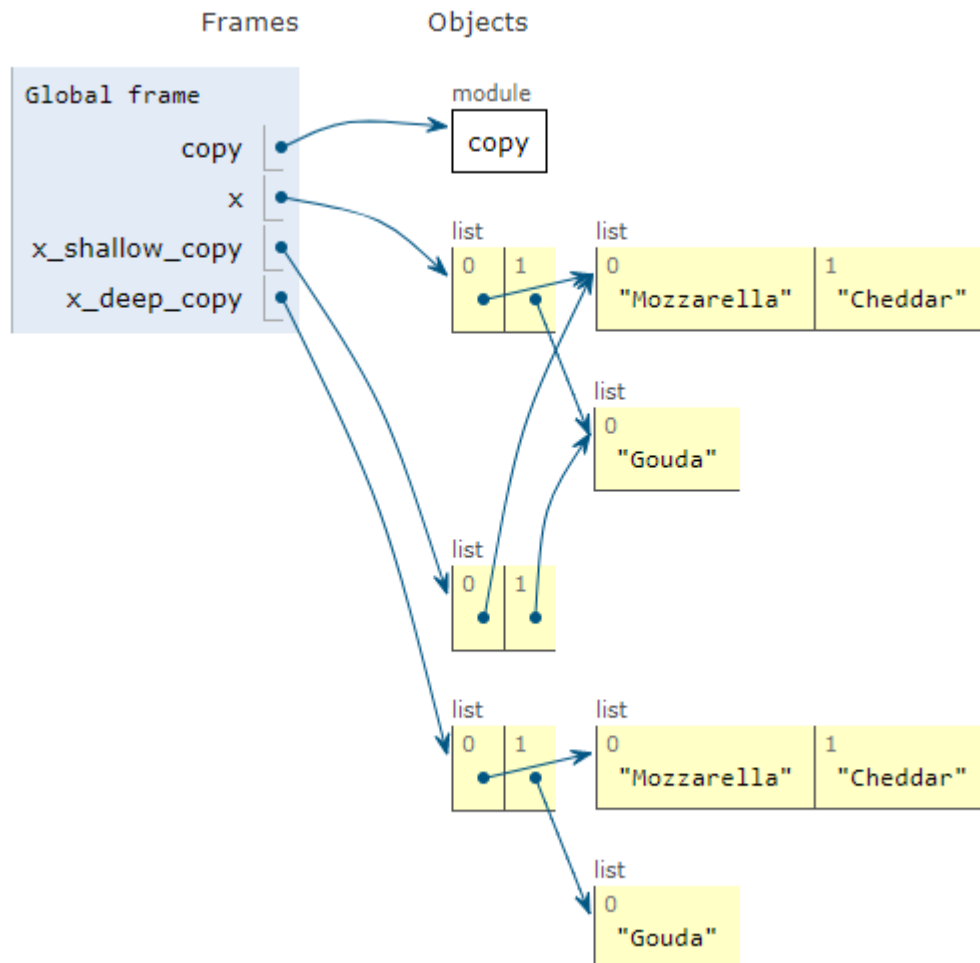
```
>>> y_list = list(x_list)
```

```
>>> y_dict = dict(x_dict)
```



# Copy: Mutable Elements

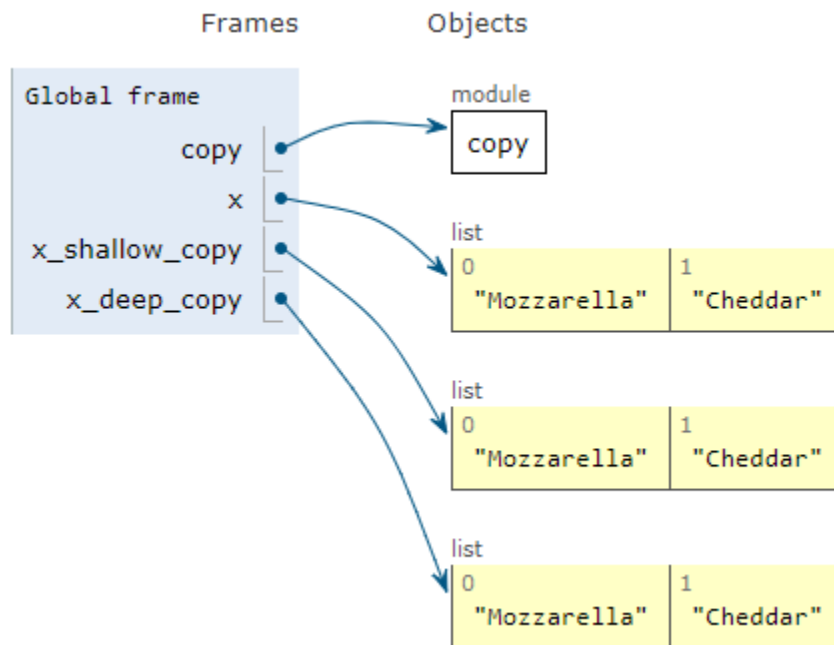
```
>>> import copy
>>> x = [['Mozzarella','Cheddar'], ['Gouda']]
>>> x_shallow_copy = x[:]
>>> x_deep_copy = copy.deepcopy(x)
```



- shallow copy is different from deep copy

# Copy: Immutable Elements

```
>>> import copy
>>> x = ['Mozzarella', 'Cheddar']
>>> x_shallow_copy = x[:]
>>> x_deep_copy = copy.deepcopy(x)
```



- can use either shallow and deep copy

# Review Problems

# Interview Problem

- what is the difference between:
  - (1) list
  - (2) tuple
  - (3) dictionary
  - (4) set

# Interview Problem

- what does *zip()* function do?

# Interview Problem

- give an example to explain how collection membership is determined

# Interview Problem

- what are generators?



# Interview Problem

- explain the difference between *list* and *tuple* in terms of:
  - (1) syntax
  - (2) mutability
  - (3) size
  - (4) performance
  - (5) usage

# Interview Problem

- explain the difference between *list* and *dictionary* in terms of:
  - (1) syntax
  - (2) referencing (indexing)
  - (3) ordering
  - (4) hashing

# Interview Problem

- what is the use of *enumerate()* in Python?

# Interview Problem

- give some examples of sequences in Python

# Interview Problem

- what are different methods to copy an object?

# Interview Problem

- define and explain the difference between:
  - (1) shallow copy
  - (2) deep copy