



COMP10001

Foundations of Computing

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Tutorial 4

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Outline

- ❖ Functions & Methods
- ❖ Lists & Tuples
- ❖ Mutability
- ❖ Iteration
- ❖ for vs. while
- ❖ Exercises

Functions & Methods

- ❖ Similarities:
 - ❖ Run some pre-defined code to achieve a task
 - ❖ Get called with brackets which can contain arguments
- ❖ Differences:
 - ❖ Methods are “attached” to an object, with a dot after the object name
 - ❖ Methods can edit the object they are called on
 - ❖ E.g.

```
>>> "...some text...".strip('.')  
'some text'
```

Lists

- ❖ Data type that stores objects in an ordered sequence
- ❖ Defined with square brackets, and commas separating the objects/elements
- ❖ E.g.

```
>>> grocery_list = ["apples", "oranges", "bananas"]  
>>> mixed_list = ["text", [85,71,65,77], True, 0.5]
```

Lists

- ❖ Useful methods
 - ❖ `.append()`
 - ❖ Adds a single element to the end of the list
 - ❖ `.pop()`
 - ❖ Removes the element at a specified index (-1 if unspecified)
 - ❖ Returns the removed element
 - ❖ `.sort()`
 - ❖ Sorts the list in place
 - ❖ `.copy()`
 - ❖ Makes a copy of the list
 - ❖ Returns a new list

Tuples

- ❖ Data type that stores objects in an ordered sequence
- ❖ Defined with brackets, and commas separating the objects/elements
- ❖ Commonly used to group related objects together, e.g. a set of coordinates (x, y)
- ❖ E.g.

```
>>> coordinate_1d = (0.75,)
>>> coordinate_2d = (0.5, 4.0)
>>> mixed_tpl = (["apples", "oranges", "bananas"], False, 42)
```

Mutability

- ❖ Lists are mutable
 - ❖ After we define it, we can change its contents

```
>>> l = [1,2,3]
>>> l[1] = 50
>>> l
[1, 50, 3]
```

- ❖ Tuples are immutable
 - ❖ After we define it, we cannot change its contents

```
>>> t = (1,2,3)
>>> t[1] = 50
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: 'tuple' object does not support item assignment
```

Mutability

- ❖ Mutable data types
 - ❖ list
 - ❖ set
 - ❖ dict
- ❖ Immutable data types
 - ❖ bool
 - ❖ int
 - ❖ float
 - ❖ str
 - ❖ tuple

Iteration

- ❖ The process of executing a block of code repeatedly (often with a slight difference each time)
- ❖ Allows us to avoid writing the same instructions many times over
- ❖ In Python, iteration is achieved through **for** loops and **while** loops

for Loop

- ❖ Iterates over a collection of items
- ❖ Skeleton

```
for < loop_variable > in < collection > :  
    # do something
```

- ❖ Use when
 - ❖ You know in advance how many times you want to iterate

for Loop

❖ E.g.

❖ Print the numbers from 10 to 99

```
for num in range(10, 100):  
    print(num)
```

❖ Print the elements in the list (or tuple)

```
subjects = ["mathematics", "chemistry", "physics"]  
for subject in subjects:  
    print(subject)
```

❖ Print the characters in a string

```
greeting = "Welcome"  
for character in greeting:  
    print(character)
```

while Loop

- ❖ Runs as long as some condition is True
- ❖ Skeleton

```
while < condition > :  
    # do something
```

- ❖ Use when
 - ❖ The number of iterations is unknown ahead of time
- ❖ Example of use
 - ❖ Keep asking the user to guess the correct number between 0 and 10

for vs. while

- ❖ We can convert any for loop into a while loop by making use of some additional variables
- ❖ Most while loops can be converted into for loops, however not all
- ❖ E.g. a while loop that repeats itself indefinitely until an action is made by the user (guesses the correct number)



Exercises