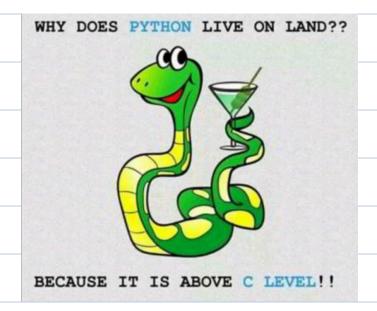
## **Agenda**

- 1. List Introduction
- 2. Indexing lists
- 3. List methods
- 4. Membership Operator
- 5. Iterating over lists
- 6. Taking list as input



 $Q \rightarrow Store$  all runs made by Wirst Kohli in multiple matches.



Create a list

## Lists

- List is an ordered collection of data.
- It is a data structure that can store multiple values.
- List have no limit on how many values it can store.
- Creating a list -> [] squared brackets
- They store **comma separated** values.

index

runs =  $\begin{bmatrix} 67, 50, 23, 81, 54, 23 \end{bmatrix}$ -len

-be

runs  $\begin{bmatrix} 1 \end{bmatrix} = 50$ 0 — (len (runs) - 1)

runs  $\begin{bmatrix} -1 \end{bmatrix} = 23$ 

rune[i] & runs[-i] /

## List Methods

- ) ler () Returns the length of the list.
- 2) appeard () Add an element at the end of list.
- 3) extend () → Add a list at the end of list.
- 4) insert () Add element at a particular index.
- 5) pop () → Remove element at particular index or last element if no index is passed.
- 6) remove () → Remove first occurrence of a value.
- 7) irdex () -> Return irdex of first occurrence of value.
  - 8) court () → Return the court of times a value is present.

## **Membership Operator** How can I check if an element exists in a list? • The in and not in are called membership operators, used to check whether a value exists in a sequence (such as a list, tuple, string, or set) or not. • in operator: This operator checks if a specified value exists in a list. o It returns True if the value is found in the list, and False otherwise. • not in operator: This operator checks if a specified value does not exist in a list. o It returns True if the value is not found in the list, and False otherwise. Iterating over list