#### CS1010S Tutorial 5

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Materials: pengnam.github.io/1010s

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# **Feedback**

- Tuples have been very common in ADTs so far
- But they can become very confusing when ADTs have ADTs in ADTs have ADTs...
- Deeply nested ADTs can mean deeply nested tuples
- Which can be difficult to visualise

An mild example from the train mission: (Try to identify this ADT)

```
(('TRAIN 0-0',), (True, ('CC4', 'Promenade'), ('CC3', 'Esplanade')), datetime.datetime(2016, 1, 1, 9, 27))
```

Some tips to visualising nested tuples in ADTs:

- 1. Good formatting (given a print output)
- 2. Following abstraction (given a variable)

```
Good formatting:
         'TRAIN O-O'.
        True,
         ('CC4', 'Promenade'),
         ('CC3', 'Esplanade')
    ),
    datetime.datetime(2016, 1, 1, 9, 27)
```

The Train ADT, TrainPosition ADT, and time align themself.

#### Following abstraction:

In your mind, don't start thinking like this:

Rather, follow the abstractions:

```
(train, train_position, time)
```

Then, unpack them as you go.

1. To find the name of the next station:

```
- (train, train_position, time)
```

2. Note that the next *Station* is part of the *TrainPosition*..

```
- (train, (is_moving, from_station, to_station), time)
```

3. Note that the name is part of the next Station...

```
- (train, (is_moving, (station_code, station_name), to_station), time)
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- Tuples are immutable, so a new tuple is created
- Be careful about nested tuples!

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- Caveat: the following doesn't work (why?)
  - (1, 2, 3) + ((1,))

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  - 1. Indexing—throws an IndexError
  - 2. Slicing—returns an empty tuple

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#### Indexing

```
a = (1, 2, 3)
a[3] # IndexError: tuple index out of range
```

#### Slicing

```
a = (1, 2, 3)
a[3:] # ()
```

#### Indexing

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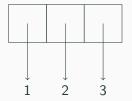
## Slicing

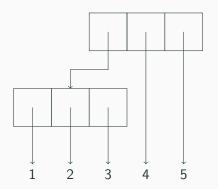
```
a = (1, 2, 3)
a[3:] # ()
```

# Tutorial

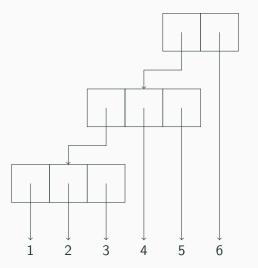
Most of the time, it's easier to draw 'inside-out'

E.g. to draw (((1, 2, 3), 4, 5), 6)





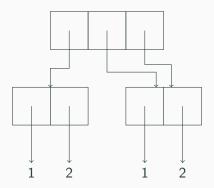
(((1, 2, 3), 4, 5), 6)



Additional practice? repl.it/@ningyuansg/Tree-Generator (Hit the green 'play' button at the top)

# **Box-and-pointers: Identity**

$$a = (1\,,\ 2)$$
 
$$b = ((1\,,\ 2)\,,\ a\,,\ a)\ \#\ draw\ the\ box-and-pointer\ for\ b$$



# **Box-and-pointers: Identity**

```
a = (1, 2)
b = ((1, 2), a, a)
b[0] is b[1] # False
b[1] is b[2] # True
b[0] is b[2] # False
```

#### **Even Rank**

Write a Python function called even\_rank that takes in a tuple as its only argument and returns a tuple containing all the elements of even rank every second element from the left) from the input tuple

#### **Odd Even Sum**

Write a function called odd\_even\_sums that takes in a tuple of numbers as its only argument and returns a tuple of two elements: the first is the sum of all odd- ranked numbers in the input tuple, whereas the second element is the sum of all even-ranked elements in the input.

#### **Towers of Hanoi**

To move a stack of n from src to dest,

- 1. Move a stack of n-1 from src to aux
- 2. Move the  $n^{th}$  disk to dest
- 3. Move the stack of n-1 from aux to dest

Wishful thinking: steps 1 and 3.

Recall Fibonacci. To calculate the nth Fibonacci number,

- 1. Calculate the n-1<sup>th</sup> term
- 2. Calculate the  $n-2^{th}$  term
- 3. Add the  $n-1^{\text{th}}$  and  $n-2^{\text{th}}$  term

Wishful thinking: steps 1 and 2.

We resolve wishful thinking by solving the base case.

#### **Towers of Hanoi**

