

Functions That Work with Tuples

1. `len()` → Returns the number of items

```
fruits = ("apple", "banana", "mango")  
print(len(fruits))
```

Output:

3

2. `count(value)` → Counts how many times a value appears

```
numbers = (1, 2, 3, 2, 2, 4)  
print(numbers.count(2))
```

Output:

3

3. `index(value)` → Finds the first position of the value

```
colors = ("red", "blue", "green", "blue")  
print(colors.index("blue"))
```

Output:

1

⚠ If the value is not found, it gives an error.

4. **sum()** → Adds all values (numbers only)

```
marks = (80, 75, 60)
print(sum(marks))
```

Output:

```
215
```

5. **max()** and **min()** → Get the biggest/smallest value

```
nums = (10, 50, 20, 5)
print(max(nums)) # 50
print(min(nums)) # 5
```

Output:

```
50
5
```

 Works only with **numbers** or **comparable items** (like all strings).

6. **sorted()** → Returns a sorted list version of the tuple

```
t = (30, 10, 20)
sorted_list = sorted(t)
print(sorted_list)
```

Output:

```
[10, 20, 30]
```

Note: `sorted()` doesn't change the tuple. It returns a **new list**.

What is a Dictionary?

A **dictionary** in Python stores data in **key-value** format.

You use a **key** to access the **value** — just like a real dictionary where you search a word (key) to get its meaning (value).

Example:

```
student = {  
    "name": "Anjali",  
    "age": 20,  
    "course": "Python"  
}
```

Here:

- `"name"` is a key → `"Anjali"` is the value
 - `"age"` is a key → `20` is the value
 - `"course"` is a key → `"Python"` is the value
-

2. Creating a Dictionary

```
info = {"brand": "Nike", "price": 2999}
print(info)
```

Output:

```
{'brand': 'Nike', 'price': 2999}
```

3. Accessing Values

```
print(info["brand"])      # Nike
```

Using **.get()** (avoids error if key doesn't exist):

```
print(info.get("color", "Not found"))
```

Output:

```
Not found
```

4. Changing & Adding Items

Change value:

```
info["price"] = 2499
```

Add new key-value pair:

```
info["category"] = "Shoes"
```

5. Removing Items

```
info.pop("price")      # Removes 'price'
del info["brand"]      # Removes 'brand'
info.clear()           # Empties the dictionary
```

6. Looping Through Dictionary

```
student = {"name": "Amit", "age": 19}

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

Output:

```
name → Amit
age → 19
```

7. Useful Dictionary Functions

Function	Description
<code>.keys()</code>	Returns all keys
<code>.values()</code>	Returns all values
<code>.items()</code>	Returns key-value pairs (tuple format)

```
.get(key)    Safer way to access a value  
y)  
  
.update()    Adds or updates multiple key-values  
( )  
  
.pop(key)    Removes the key-value pair  
y)  
  
.clear()     Empties the dictionary  
)
```

1. `get()` – To Access Values

```
student = {"name": "Anjali", "age": 20}  
print(student.get("name"))          # Anjali  
print(student.get("email", "N/A"))  # N/A (default)
```

Use this instead of `dict["key"]` to **avoid errors** if the key is missing.

2. `keys()` – Returns All Keys

```
print(student.keys())
```

Output:

```
dict_keys(['name', 'age'])
```

Use in loops:

```
for key in student.keys():  
    print(key)
```

3. **values()** – Returns All Values

```
print(student.values())
```

Output:

```
dict_values(['Anjali', 20])
```

4. **items()** – Returns All Key-Value Pairs

```
for k, v in student.items():  
    print(k, "→", v)
```

Output:

```
name → Anjali  
age → 20
```

5. **update()** – Add or Modify Key-Value Pairs

```
student.update({"course": "Python", "city": "Delhi"})  
print(student)
```

Output:

```
{'name': 'Anjali', 'age': 20, 'course': 'Python', 'city': 'Delhi'}
```

6. **pop(key)** – Remove Item by Key

```
student.pop("age")
print(student)
```

Output:

```
{'name': 'Anjali', 'course': 'Python', 'city': 'Delhi'}
```

⚠ Gives an error if the key doesn't exist (unless you give a default value).

7. `clear()` – Removes All Items

```
student.clear()
print(student)
```

Output:

CopyEdit
{}

8. `copy()` – Makes a Copy of Dictionary

```
original = {"a": 1, "b": 2}
duplicate = original.copy()
print(duplicate)
```

🔒 Safe copy — changes to `duplicate` won't affect `original`.

Practice Questions

1. Create a dictionary of a student with name, age, course



2. Print the course using the key
3. Add a new key "marks" with value 95
4. Change the student's name
5. Use `.get()` to access "email" key — handle the missing case
6. Loop through the dictionary and print all key-value pairs
7. Create a dictionary of 3 countries with their capitals
8. Use `.update()` to add "city": "Delhi" and "college": "XYZ"
9. Remove "age" key from the student dictionary
10. Use `.keys()` and `.values()` to print them separately

1. What is a Set?

A **set** in Python is a collection of **unordered** and **unique** values.

Key Points:

-  Duplicates are not allowed

-  **Items are unordered** (no index)
 -  **Set is changeable** (you can add/remove items, but can't access using index)
-

2. Creating a Set

```
fruits = {"apple", "banana", "mango"}  
print(fruits)
```

Output:

```
{'apple', 'banana', 'mango'}
```

3. Duplicates Are Automatically Removed

```
nums = {1, 2, 2, 3, 4, 4, 4}  
print(nums)
```

Output:

```
{1, 2, 3, 4}
```

4. Set Functions and Methods

 **add(item)** – Adds one item

```
colors = {"red", "blue"}  
colors.add("green")
```

✓ **update([list])** – Adds multiple items

```
colors.update(["yellow", "black"])
```

✓ **remove(item)** – Removes item (error if not found)

```
colors.remove("red")
```

✓ **discard(item)** – Removes item (no error if not found)

```
colors.discard("orange") # Safe
```

✓ **pop()** – Removes a random item

```
colors.pop()
```

✓ **clear()** – Removes all items

```
colors.clear()
```

✓ **copy()** – Copies the set

```
copy_colors = colors.copy()
```

5. Sets are Unordered

```
items = {"apple", "banana", "mango"}  
print(items[0]) # ❌ Error
```

Output:

```
TypeError: 'set' object is not subscriptable
```

Practice Questions

1. Create a set of your 5 favorite movies
2. Add one more movie using `add()`
3. Add 3 more movies using `update()`
4. Remove a movie using `discard()`