



# Intro to Creative Computing

## Week 7: Lists

		<h1>Generation I Master List</h1> <p>Indicating <b>Raid-Only</b>, <b>Regional</b>, <b>Unreleased</b>, and <b>Shiny Variants</b></p> <p>by Cybergrriff (updated March 9, 2018)</p>													
#001 Bulbasaur	#002 Ivysaur	#003 Venusaur	#004 Charmander	#005 Charmeleon	#006 Charizard	#007 Squirtle	#008 Wartortle	#009 Blastoise	#010 Caterpie	#011 Metapod	#012 Butterfree	#013 Weedle	#014 Kakuna	#015 Beedrill	#016 Pidgey
#017 Poliwhirl	#018 Poliwhirl	#019 Rattata	#020 Raticate	#021 Spearow	#022 Fearow	#023 Ekans	#024 Arbok	#025 Poliwhirl	#026 Rapidash	#027 Sandshrew	#028 Sandslash	#029 Nidoran ♀	#030 Nidorina	#031 Nidoqueen	#032 Nidoran ♂
#033 Noddy	#034 Noddy	#035 Clefairy	#036 Clefable	#037 Vulpix	#038 Ninetales	#039 Jigglypuff	#040 Wigglytuff	#041 Zubat	#042 Golbat	#043 Oddish	#044 Gloom	#045 Vileplume	#046 Paras	#047 Parasect	#048 Venonat
#049 Venomoth	#050 Diglett	#051 Dugtrio	#052 Meowth	#053 Persian	#054 Poliwhirl	#055 Golduck	#056 Mankey	#057 Primeape	#058 Growlithe	#059 Arcanine	#060 Poliwhirl	#061 Poliwhirl	#062 Poliwhirl	#063 Abra	#064 Kadabra
#065 Alakazam	#066 Machop	#067 Machop	#068 Machop	#069 Bellsprout	#070 Weepinbell	#071 Victreebel	#072 Tentacool	#073 Tentacool	#074 Geodude	#075 Graveler	#076 Golem	#077 Ponyta	#078 Rapidash	#079 Slowpoke	#080 Slowbro
#081 Machop	#082 Machop	#083 Farfetch'd	#084 Doduo	#085 Dodrio	#086 Seel	#087 Dewgong	#088 Grimer	#089 Muk	#090 Shellder	#091 Cloyster	#092 Gastly	#093 Haunter	#094 Gengar	#095 Onix	#096 Drowzee
#097 Hypno	#098 Krabby	#099 Kingler	#100 Voltorb	#101 Electrode	#102 Exeggutor	#103 Exeggutor	#104 Cubone	#105 Marowak	#106 Horsele	#107 Horsele	#108 Lickitung	#109 Koffing	#110 Weezing	#111 Rhyhorn	#112 Rhydon
#113 Chansey	#114 Tangela	#115 Kangaskhan	#116 Horsele	#117 Seadra	#118 Goldseel	#119 Seaking	#120 Staryu	#121 Staryu	#122 Mr. Mime	#123 Scyther	#124 Jynx	#125 Electabuzz	#126 Machop	#127 Poliwhirl	#128 Tauros
#129 Magikarp	#130 Gyarados	#131 Lapras	#132 Ditto	#133 Eevee	#134 Vaporeon	#135 Jolteon	#136 Flareon	#137 Porygon	#138 Omanyte	#139 Omastar	#140 Kabuto	#141 Kabutops	#142 Aerodactyl	#143 Snorlax	#144 Articuno
#145 Zapdos	#146 Moltres	#147 Dratini	#148 Dragonair	#149 Dragonite	#150 Mewtwo	#151 Mew									

① Ditto always appears in the wild disguised as another Pokémon.

② Eevee evolves randomly into Vaporeon, Jolteon, or Flareon. Rename Eevee to force it to evolve into a specific form: "Rainer" for Vaporeon, "Sparky" for Jolteon, or "Pyro" for Flareon. (Each name works only one time per trainer.)

# List examples

- Lists has **items** in it:

```
boring_empty_list = [] # or it doesn't
```

```
still_boring_not_empty_list = ["a", "b", "c"]
```

```
my_recipe_for_sabdzi = ["onions", "ginger", "turmeric",  
                        "coriander", "cauliflower", "tomatoes",  
                        "peppers", "rice"]
```

```
list_of_numbers = [1991, 1993, 1997, 2001, 2020]
```

# List examples

- Lists can contain **mixed data types**:

```
my_list = [3, "onions", "ginger", 50, 199, "rice"]
```

- Lists can be **nested**

```
my_nested_list = [13, [1984, 42], "pine", "apples", 2.6, [],  
["abbey road", "help!", "let it be"]]
```

# List indexing

- Index gives us items from the list:

["onions", "ginger", "turmeric", "coriander", "cauliflower" .....

↑  
0

↑  
1

↑  
2

↑  
3

↑  
4

- *PS: Computers index from 0*

# List indexing

- Index gives us items from the list:

```
my_recipe_for_sabdzi = ["onions", "ginger", "turmeric",  
                        "coriander", "cauliflower", "tomatoes", "peppers", "rice"]  
  
print(my_recipe_for_sabdzi[1])
```

- *PS: Computers index from 0*

# Last element

- Using the length of the list (counting from 0!):

```
my_recipe_for_sabdzi = ["onions", "ginger", "turmeric",  
                        "coriander", "cauliflower", "tomatoes", "peppers", "rice"]  
  
print(my_recipe_for_sabdzi[7])    # rice  
print(len(my_recipe_for_sabdzi)) # 9  
  
#counting from 0  
print(my_recipe_for_sabdzi[len(my_recipe_for_sabdzi) - 1]) # rice
```

- Using minus:

```
print(my_recipe_for_sabdzi[-1]) # rice
```

# Delete

- Delete item at index:

```
my_recipe_for_sabdzi = ["onions", "ginger", "turmeric",  
"coriander", "cauliflower", "tomatoes", "peppers", "rice"]  
  
del my_recipe_for_sabdzi[1]  
print(my_recipe_for_sabdzi[1])
```



# *Throwback Thursday*



# *Throwback* String indexing

- Index gives us ~~items~~ letter *(well it's still the item)* from the list:

```
my_word = "pine"  
print(my_word[1])  
print(my_word[0])  
print(my_word[-1])
```

- *PS: Computers index from 0*

# Slicing lists and strings

- Slicing:

```
my_word = "pineapple"  
print(my_word[4:6]) # ap  
print(my_word[4:])  # apple  
print(my_word[:4])  # pine
```

```
my_list = ["a", "b", "c", "d"]  
print(my_list[1:2]) # ["b"]  
print(my_list[2:])  # ["c", "d"]  
print(my_list[:2])  # ["a", "b"]
```

- *PS: Computers index from 0*

# Throwback to iterations



# *Throwback* to iterations

- A very nice way to iterate through a list:

```
list = [1991, 1993, 1997, 2001, 2020]
```

```
for item in list:  
    print(item)
```

```
# will print:
```

```
# 1991
```

```
# 1993
```

```
# 1997
```

```
# 2001
```

```
# 2020
```

# Throwback to iterations

- A very nice way to iterate through a list:

```
for i in range(2,6):  
    print(i)
```

*# will print:*

*# 2*

*# 3*

*# 4*

*# 5*

*# that's where it ends*

*# it had numbers from 2 to 6 not including the last one*

# *Throwback* to iterations

- A very nice way to iterate through a list:

```
my_nested_list = [13, ["abbey road", "help!"], [], 2.0]

for item in my_nested_list:
    print(item)

# will print:
# 13
# ["abbey road", "help!"],
# []
# 2.0
```

# *Throwback* to iterations

- A more useful example:

```
my_word = "pine"  
for letter in my_word:  
    print(letter)
```

```
my_sentence = "Lorem ipsum dolor sit amet!"  
my_split_sentence = my_sentence.split()  
print(my_split_sentence) # ["Lorem", "ipsum", "dolor", "sit", "amet!"]  
  
for word in my_split_sentence:  
    print(word)
```



# Reading

- Go through the chapter on lists at:  
<https://runestone.academy/runestone/books/published/thinkcspy/Lists/toctree.html>
- Don't worry too much about 10.10. – 10 13.

# Exercise

- Write a function which will find the maximal element in the list
- Write a function which will keep only the odd numbers in the list

```
def my_max(list_input):  
    ... # your magicks  
    return the maximal number
```

```
# so for example  
# i = my_max([1,4,0,-990,2,99])  
# print(i)  
# will print 99
```

```
def filter_odd_numbers(list_input):  
    ... # your magicks  
    return only the odd numbers
```

```
# so for example  
# l = filter_odd_numbers([1,4,0,-990,2,99])  
# print(l)  
# will print [1,99]
```

# Next?

- Today's creative project (wait to see it in the class ;))

# Creative task

- Find a larger source of text (some suggestions):
  - Gutenberg books <https://www.gutenberg.org/browse/scores/top>
  - News article(s)
    - found using a specific search term
    - found on a specific website (/news agency)
  - your own writing
  - ... *(sky is the limit)*

# Creative task

- Analyze the text
  - Start with your previous code -> then think of a meaningful/playful analysis of the text
  - **Visual or statistical** results are welcome
- Groups of 3
- Start with your previous work in class then extend

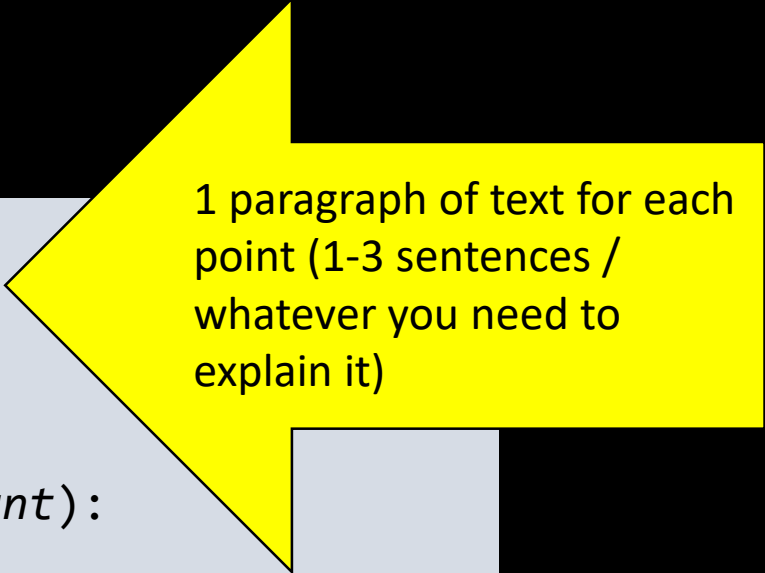
## Helper code:

```
w7_creative_task_code_start.py  
w7_creative_task_code_start.ipynb
```

# Creative task – until next time:

- Have a think about it as an art project:

- **Idea description:**
- **Source** of the text and why you chose it:
- What is the **resulting** analysis (*sketch if you want*):
- **Possible setbacks:**
  - What would you have to do with the input text? (*strange formatting that might need to be fixed?*)
  - What might not work as a result?
  - Possible problematics of the topic?
- What do you know how to program and what do you not know?



1 paragraph of text for each point (1-3 sentences / whatever you need to explain it)