Find the Pattern

Efficient Phrases

UNCONSCIOUS OMISSION

COLD WINDOWSILL

INSIDIOUS DOMINION

VOLUMINOUS PILLOWS

VIVID DISILLUSIONS

Data Structures

April 11, 2017

Welcome Back!

Recall

Efficient Phrases

UNCONSCIOUS OMISSION

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VIVID DISILLUSIONS

Recall

Efficient Phrases

UNCONSCIOUS OMISSION

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VOLUMINOUS PILLOWS

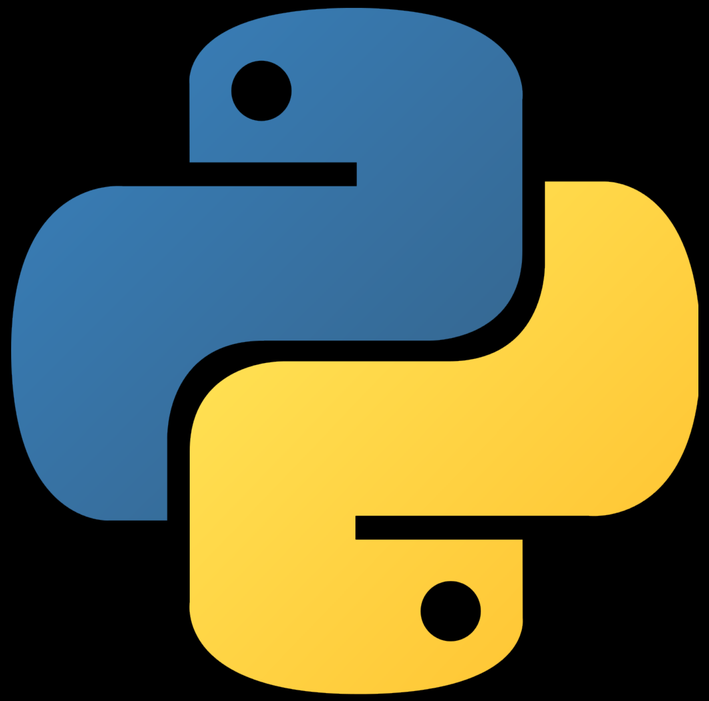
VIVID DISILLUSIONS

Made only of BCDGIJLMNOPSUVWZ

Time Out for Announcements

Setting up Python

Setting up Python



Python 3.4.3

Virtual Environments

Need help? See us after.

Assignment 0

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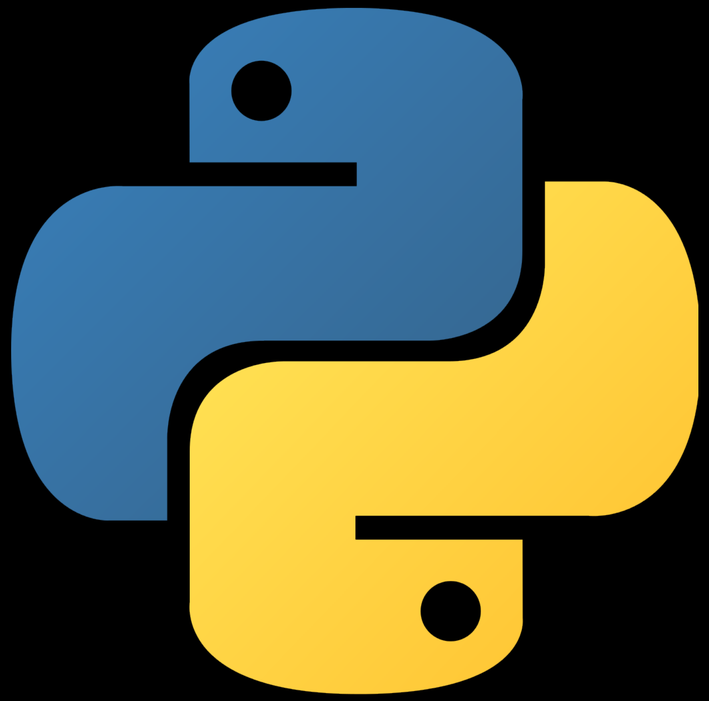


Q and A for a few Qs

Due tonight @ midnight

Submit via AFS

Piazza

1 min avg. response time

Piazza

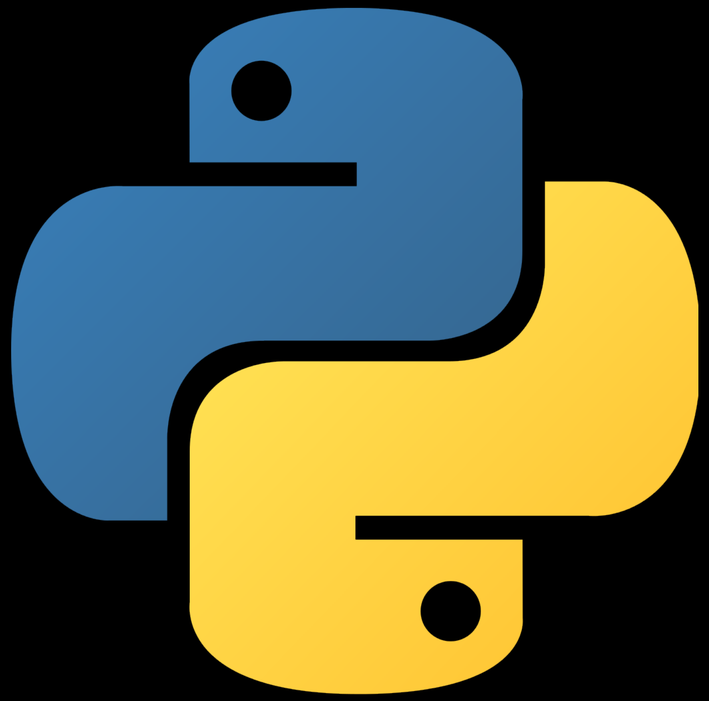
CS 41 on Piazza

Course announcements

Enroll and ask questions

Assignment 1

Assignment 1



Cryptography Suite!

Caesar, Vigenère, MHKC

Submission on AFS

Thursday's Lab

Thursday's Lab

Practice fundamentals

"Sections" with course staff

Bring a charged computer!

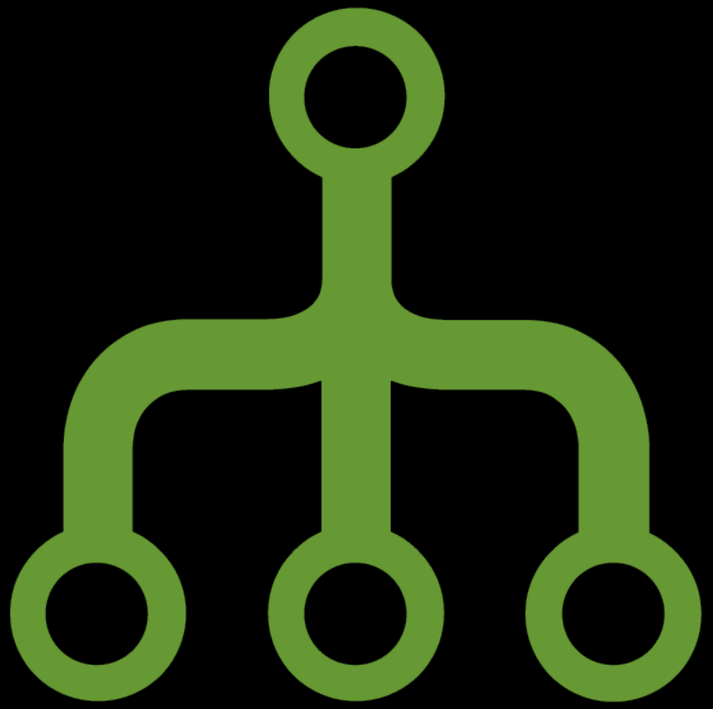
Enrollment Update

Back to Python!

Back to Python!*

* Follow along with the examples!

Data Structures



Lists

Dictionaries

Tuples

Sets

Advanced Looping

Comprehensions

Lists

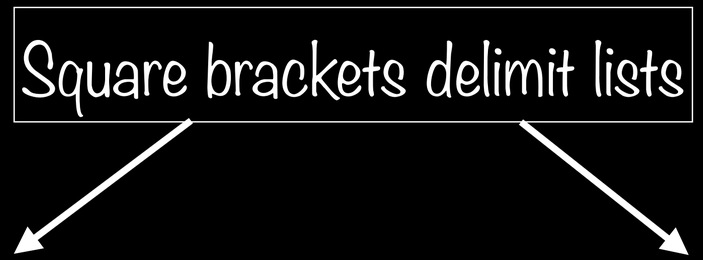
Finite, ordered, mutable sequence of elements

List

Lists

```
easy_as = [1,2,3]
```

Lists

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Lists

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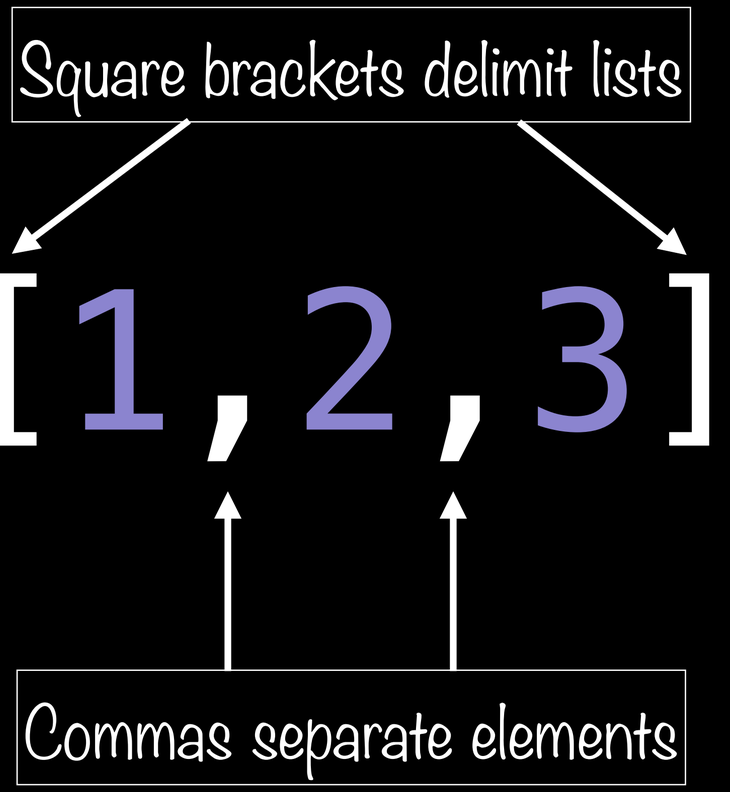
```



Basic Lists

Basic Lists

```
# Create a new list
empty = []
letters = ['a', 'b', 'c', 'd']
numbers = [2, 3, 5]
```

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empty = []
letters = ['a', 'b', 'c', 'd']
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# Lists can contain elements of different types
mixed = [4, 5, "seconds"]
```

Basic Lists

```
# Create a new list
empty = []
letters = ['a', 'b', 'c', 'd']
numbers = [2, 3, 5]

# Lists can contain elements of different types
mixed = [4, 5, "seconds"]

# Append elements to the end of a list
numbers.append(7)   # numbers == [2, 3, 5, 7]
numbers.append(11)  # numbers == [2, 3, 5, 7, 11]
```

Inspecting List Elements

Inspecting List Elements

```
# Access elements at a particular index
numbers[0]  # => 2
numbers[-1]  # => 11
```

Inspecting List Elements

```
# Access elements at a particular index
numbers[0]  # => 2
numbers[-1]  # => 11

# You can also slice lists - the usual rules apply
letters[:3]  # => ['a', 'b', 'c']
numbers[1:-1]  # => [3, 5, 7]
```

Nested Lists

Nested Lists

```
# Lists really can contain anything – even other lists!
x = [letters, numbers]
x  # => [['a', 'b', 'c', 'd'], [2, 3, 5, 7, 11]]
```

Nested Lists

```
# Lists really can contain anything – even other lists!
x = [letters, numbers]
x  # => [['a', 'b', 'c', 'd'], [2, 3, 5, 7, 11]]
x[0]  # => ['a', 'b', 'c', 'd']
```

Nested Lists

```
# Lists really can contain anything – even other lists!
x = [letters, numbers]
x  # => [['a', 'b', 'c', 'd'], [2, 3, 5, 7, 11]]
x[0]  # => ['a', 'b', 'c', 'd']
x[0][1]  # => 'b'
```

Nested Lists

```
# Lists really can contain anything – even other lists!
x = [letters, numbers]
x  # => [['a', 'b', 'c', 'd'], [2, 3, 5, 7, 11]]
x[0]  # => ['a', 'b', 'c', 'd']
x[0][1]  # => 'b'
x[1][2:]  # => [5, 7, 11]
```

List Method Reference

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```
# Extend list by appending elements from the iterable
my_list.extend(iterable)
```

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my_list.insert(index, object)
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# Insert object before index
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# Remove first occurrence of value, or raise ValueError
my_list.remove(value)
```

List Method Reference

```
# Extend list by appending elements from the iterable
my_list.extend(iterable)

# Insert object before index
my_list.insert(index, object)

# Remove first occurrence of value, or raise ValueError
my_list.remove(value)

# Remove all items
my_list.clear()
```

More List Methods

More List Methods

```
# Return number of occurrences of value
my_list.count(value)
```

More List Methods

```
# Return number of occurrences of value
my_list.count(value)

# Return first index of value, or raise ValueError
my_list.index(value, [start, [stop]])
```

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# Return number of occurrences of value
my_list.count(value)

# Return first index of value, or raise ValueError
my_list.index(value, [start, [stop]])

# Remove, return item at index (def. last) or IndexError
my_list.pop([index])
```

More List Methods

```
# Return number of occurrences of value
my_list.count(value)

# Return first index of value, or raise ValueError
my_list.index(value, [start, [stop]])

# Remove, return item at index (def. last) or IndexError
my_list.pop([index])

# Stable sort *in place*
my_list.sort(key=None, reverse=False)
```

More List Methods

```
# Return number of occurrences of value
my_list.count(value)

# Return first index of value, or raise ValueError
my_list.index(value, [start, [stop]])

# Remove, return item at index (def. last) or IndexError
my_list.pop([index])

# Stable sort *in place*
my_list.sort(key=None, reverse=False)

# Reverse *in place*.
my_list.reverse()
```

General Queries on Iterables

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```
# Length (len)
len([])  # => 0
len("python")  # => 6
len([4,5,"seconds"])  # => 3
```

General Queries on Iterables

```
# Length (len)
len([])  # => 0
len("python")  # => 6
len([4,5,"seconds"])  # => 3


# Membership (in)
0 in []  # => False
'y' in 'python'  # => True
'minutes' in [4, 5, 'seconds']  # => False
```

Dictionaries

Mutable map from hashable values to arbitrary objects

Dictionary

Keys can be a variety of types, as long as they are hashable

Mutable map from hashable values to arbitrary objects

Dictionary

Keys can be a variety of types, as long as they are hashable

Mutable map from hashable values to arbitrary objects

Values can be a variety of types too

Dictionary

Create a Dictionary

Create a Dictionary

```
empty = {}
type(empty)       # => dict
empty == dict()   # => True
```

Create a Dictionary

```
empty = {}
type(empty)       # => dict
empty == dict()   # => True

a = dict(one=1, two=2, three=3)
b = {"one": 1, "two": 2, "three": 3}
a == b  # => True
```

Access and Mutate

Access and Mutate

```
b = {"one": 1, "two": 2, "three": 3}
```

Access and Mutate

```
b = {"one": 1, "two": 2, "three": 3}


# Get
d['one']  # => 1
d['five'] # raises KeyError
```

Access and Mutate

```
b = {"one": 1, "two": 2, "three": 3}


# Get
d['one']  # => 1
d['five'] # raises KeyError


# Set
d['two'] = 22  # Modify an existing key
d['four'] = 4  # Add a new key
```

Get with Default

Get with Default

```
d = {"CS":[106, 107, 110], "MATH": [51, 113]}
```

Get with Default

```
d = {"CS":[106, 107, 110], "MATH": [51, 113]}
d["COMPSCI"]  # raises KeyError
```

Get with Default

```
d = {"CS":[106, 107, 110], "MATH": [51, 113]}
d["COMPSCI"]  # raises KeyError

d.get("CS")      # => [106, 107, 110]
d.get("PHIL")    # => None (not a KeyError!)
```

Use `get()` method to avoid the KeyError

Get with Default

```
d = {"CS":[106, 107, 110], "MATH": [51, 113]}
d["COMPSCI"]  # raises KeyError
```

Use `get()` method to avoid the KeyError

```
d.get("CS")      # => [106, 107, 110]
d.get("PHIL")    # => None (not a KeyError!)


english_classes = d.get("ENGLISH", [])
num_english = len(english_classes)
```

Works even if there were no English classes in our dictionary!

Delete

Delete

```
d = {"one": 1, "two": 2, "three": 3}
```

Delete

```
d = {"one": 1, "two": 2, "three": 3}

del d["one"]
```

Raises `KeyError` if invalid key

Delete

```
d = {"one": 1, "two": 2, "three": 3}

del d["one"]

d.pop("three", default)  # => 3
```

Raises `KeyError` if invalid key

Remove and return `d['three']`
or default value if not in the map

Delete

```
d = {"one": 1, "two": 2, "three": 3}
```

```
del d["one"]
```

Raises `KeyError` if invalid key

```
d.pop("three", default)  # => 3
```

Remove and return `d['three']`
or default value if not in the map

```
d.popitem()  # => ("two", 2)
```

Remove and return an arbitrary
`(key, value)` pair.
Useful for destructive iteration

Dictionaries

Dictionaries

```
d = {"one": 1, "two": 2, "three": 3}
```

Dictionaries

```
d = {"one": 1, "two": 2, "three": 3}
d.keys()
d.values()
d.items()
```

Dictionaries

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d = {"one": 1, "two": 2, "three": 3}
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These dictionary views are dynamic,
reflecting changes in the underlying dictionary!

Dictionaries

```
d = {"one": 1, "two": 2, "three": 3}
d.keys()
d.values()
d.items()
len(d.keys())  # => 3
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Dictionaries

```
d = {"one": 1, "two": 2, "three": 3}
d.keys()
d.values()
d.items()
len(d.keys())  # => 3
('one', 1) in d.items()
```

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Dictionaries

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d = {"one": 1, "two": 2, "three": 3}
d.keys()
d.values()
d.items()
len(d.keys())  # => 3
('one', 1) in d.items()
for value in d.values():
    print(value)
```

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Dictionaries

```
d = {"one": 1, "two": 2, "three": 3}
d.keys()
d.values()
d.items()
len(d.keys())  # => 3
('one', 1) in d.items()
for value in d.values():
    print(value)
keys_list = list(d.keys())
```

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Dictionaries

```
d = {"one": 1, "two": 2, "three": 3}
d.keys()
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d.items()
len(d.keys())  # => 3
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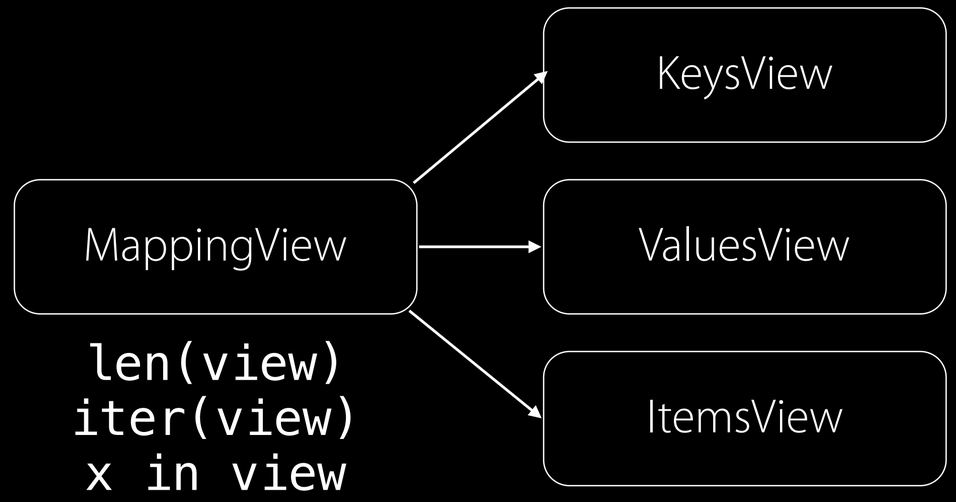


Common Dict Operations

Common Dict Operations

```
len(d)
```

Common Dict Operations

```
len(d)
key in d  # equiv. to `key in d.keys()`
```

Common Dict Operations

```
len(d)
key in d  # equiv. to `key in d.keys()`
value in d.values()
```

Common Dict Operations

```
len(d)
key in d  # equiv. to `key in d.keys()`
value in d.values()
d.copy()
```

Common Dict Operations

```
len(d)
key in d  # equiv. to `key in d.keys()`
value in d.values()
d.copy()
d.clear()
```

Common Dict Operations

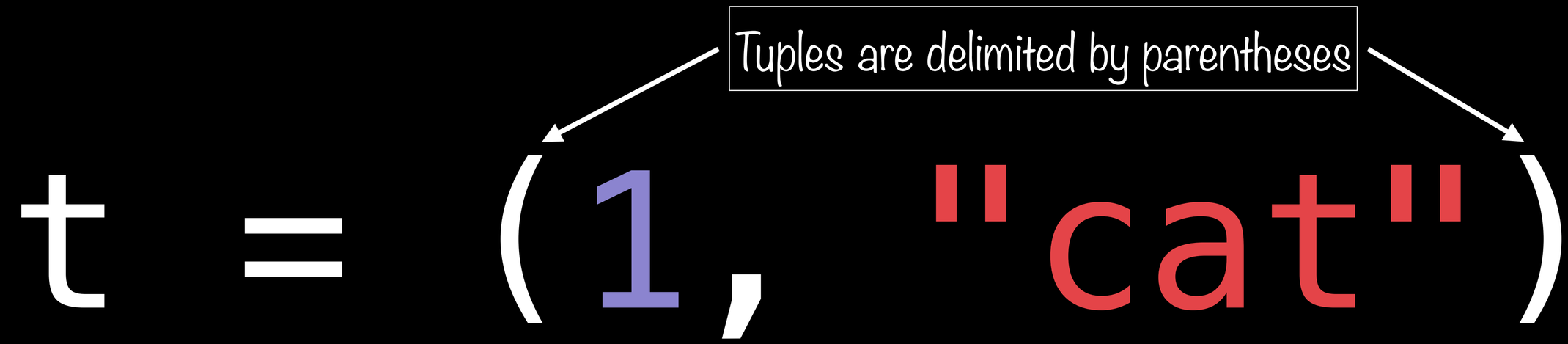
```
len(d)
key in d  # equiv. to `key in d.keys()`
value in d.values()
d.copy()
d.clear()
for key in d:  # equiv. to `for key in d.keys():`
    print(key)
```

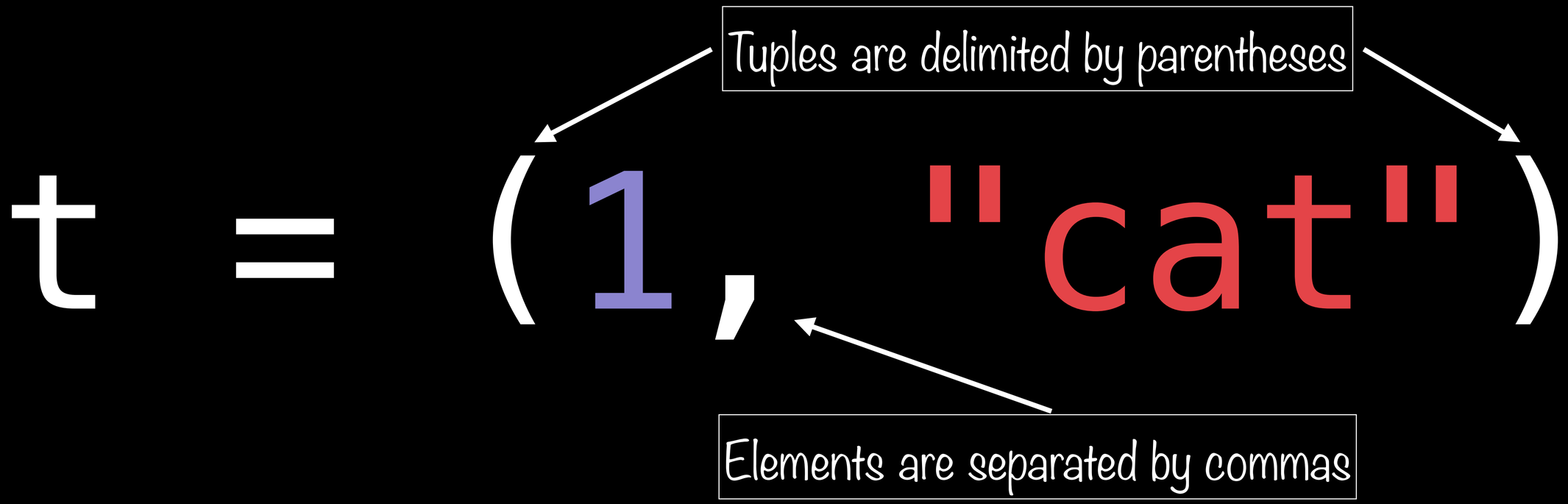
Tuples

Immutable Sequences

Tuple

```
t = (1, "cat")
```


Tuples are delimited by parentheses
t = (1, "cat")


Tuples are delimited by parentheses
t = (1, "cat")
Elements are separated by commas

Primary Motivations

Primary Motivations

Store collections of heterogeneous data

- Think `struct`- or `SQL`-like objects

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  - Think `struct`- or `SQL`-like objects
- "Freeze" sequence to ensure hashability
  - Tuples can be dictionary keys, but lists cannot

Primary Motivations

Store collections of heterogeneous data

- Think `struct`- or `SQL`-like objects

"Freeze" sequence to ensure hashability

- Tuples can be dictionary keys, but lists cannot

Enforce immutability for fixed-size collections

Tuples

Tuples

```
fish = (1, 2, "red", "blue")
```

Tuples

```
fish = (1, 2, "red", "blue")
fish[0]          # => 1
```

Tuples

```
fish = (1, 2, "red", "blue")
fish[0]          # => 1
fish[0] = 7      # Raises a TypeError
```

You can't change any elements in a tuple!

Tuples

```
fish = (1, 2, "red", "blue")
fish[0]          # => 1
fish[0] = 7      # Raises a TypeError

len(fish)        # => 4
fish[:2]         # => (1, 2)
"red" in fish    # => True
```

You can't change any elements in a tuple!

Although the usual sequence methods still work

Argument Packing and Unpacking

Argument Packing and Unpacking

```
t = 12345, 54321, 'hello!'
```

Argument Packing and Unpacking

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Comma-separated Rvalues are converted to a tuple

Argument Packing and Unpacking

```
t = 12345, 54321, 'hello!'
print(t) # (12345, 54321, 'hello!')
type(t)  # => tuple
```

Comma-separated Rvalues are converted to a tuple

Argument Packing and Unpacking

```
t = 12345, 54321, 'hello!'
print(t) # (12345, 54321, 'hello!')
type(t)  # => tuple


x, y, z = t
```

Comma-separated Rvalues are converted to a tuple

Argument Packing and Unpacking

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t = 12345, 54321, 'hello!'
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Comma-separated Rvalues are converted to a tuple

Comma-separated Lvalues are unpacked automatically

Argument Packing and Unpacking

```
t = 12345, 54321, 'hello!'
print(t) # (12345, 54321, 'hello!')
type(t)  # => tuple


x, y, z = t
x  # => 12345
y  # => 54321
z  # => 'hello!'
```

Comma-separated Rvalues are converted to a tuple

Comma-separated Lvalues are unpacked automatically

Swapping Values

Have
```
x = 5
y = 6
```

Want
```
x = 6
y = 5
```

Swapping Values

Have
```
x = 5
y = 6
```

Want
```
x = 6
y = 5
```

```
temp = x
x = y
y = temp

print(x, y)
# => 6 5
```

Temporary Variable

Swapping Values

Have
```
x = 5
y = 6
```

Want
```
x = 6
y = 5
```

```
temp = x
x = y
y = temp

print(x, y)
# => 6 5
```

Temporary Variable

```
x = x ^ y
y = x ^ y
x = x ^ y

print(x, y)
# => 6 5
```

XOR Magic

Swapping Values

Have
```
x = 5
y = 6
```

Want
```
x = 6
y = 5
```

```
temp = x
x = y
y = temp

print(x, y)
# => 6 5
```

Temporary Variable

```
x = x ^ y
y = x ^ y
x = x ^ y

print(x, y)
# => 6 5
```

XOR Magic

```
x, y = y, x


print(x, y)
# => 6 5
```

Tuple Packing

Have
```
x = 5
y = 6
```

Want
```
x = 6
y = 5
```

```
x, y = y, x
```

Have
```
x = 5
y = 6
```

Want
```
x = 6
y = 5
```

First, `y, x` is packed into the tuple `(6, 5)`

```
x, y = y, x
```

Have
```
x = 5
y = 6
```

Want
```
x = 6
y = 5
```

First, `y, x` is packed into the tuple `(6, 5)`

```
x, y = y, x
```

Then, `(6, 5)` is unpacked into the variables `x` and `y` respectively

Fibonacci Sequence

Fibonacci Sequence

```
def fib(n):
    """Prints the first n Fibonacci numbers."""
```

Fibonacci Sequence

```
def fib(n):
    """Prints the first n Fibonacci numbers."""
    a, b = 0, 1
```

Fibonacci Sequence

```
def fib(n):
    """Prints the first n Fibonacci numbers."""
    a, b = 0, 1
    for i in range(n):
        print(i, a)
```

Fibonacci Sequence

```
def fib(n):
    """Prints the first n Fibonacci numbers."""
    a, b = 0, 1
    for i in range(n):
        print(i, a)
        a, b = b, a + b
```

A New Example

A New Example

```
for index, color in enumerate(['red','green','blue']):
    print(index, color)
```

A New Example

```
for index, color in enumerate(['red','green','blue']):
    print(index, color)


# =>
# 0 red
# 1 green
# 2 blue
```

A New Example

```
for index, color in enumerate(['red','green','blue']):
    print(index, color)


# =>
# 0 red
# 1 green
# 2 blue
```

This also means you should almost never use
`for i in range(len(sequence)):`

Quirks

Quirks

```
empty = ()
singleton = ("value",)
plain_string = "value"  # Note plain_string != singleton
```

Quirks

```
empty = ()
singleton = ("value",)
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len(empty)      # => 0
len(singleton)  # => 1
```

Quirks

```
empty = ()
singleton = ("value",)
plain_string = "value"  # Note plain_string != singleton
len(empty)      # => 0
len(singleton)  # => 1

v = ([1, 2, 3], ['a', 'b', 'c'])
```

Quirks

```
empty = ()
singleton = ("value",)
plain_string = "value"  # Note plain_string != singleton
len(empty)      # => 0
len(singleton)  # => 1

v = ([1, 2, 3], ['a', 'b', 'c'])
v[0].append(4)
```

Quirks

```
empty = ()
singleton = ("value",)
plain_string = "value"  # Note plain_string != singleton
len(empty)      # => 0
len(singleton)  # => 1

v = ([1, 2, 3], ['a', 'b', 'c'])
v[0].append(4)
v  # => ([1, 2, 3, 4], ['a', 'b', 'c'])
```

Quirks

```
empty = ()
singleton = ("value",)
plain_string = "value"  # Note plain_string != singleton
len(empty)      # => 0
len(singleton)  # => 1

v = ([1, 2, 3], ['a', 'b', 'c'])
v[0].append(4)
v  # => ([1, 2, 3, 4], ['a', 'b', 'c'])
```

Tuples contain (immutable) references to underlying objects!

Sets

Unordered collection of distinct hashable elements

Set

Primary Motivations

Primary Motivations

- Fast membership testing
  - O(1) vs. O(n)

Primary Motivations

Fast membership testing

- O(1) vs. O(n)

Eliminate duplicate entries

Primary Motivations

Fast membership testing

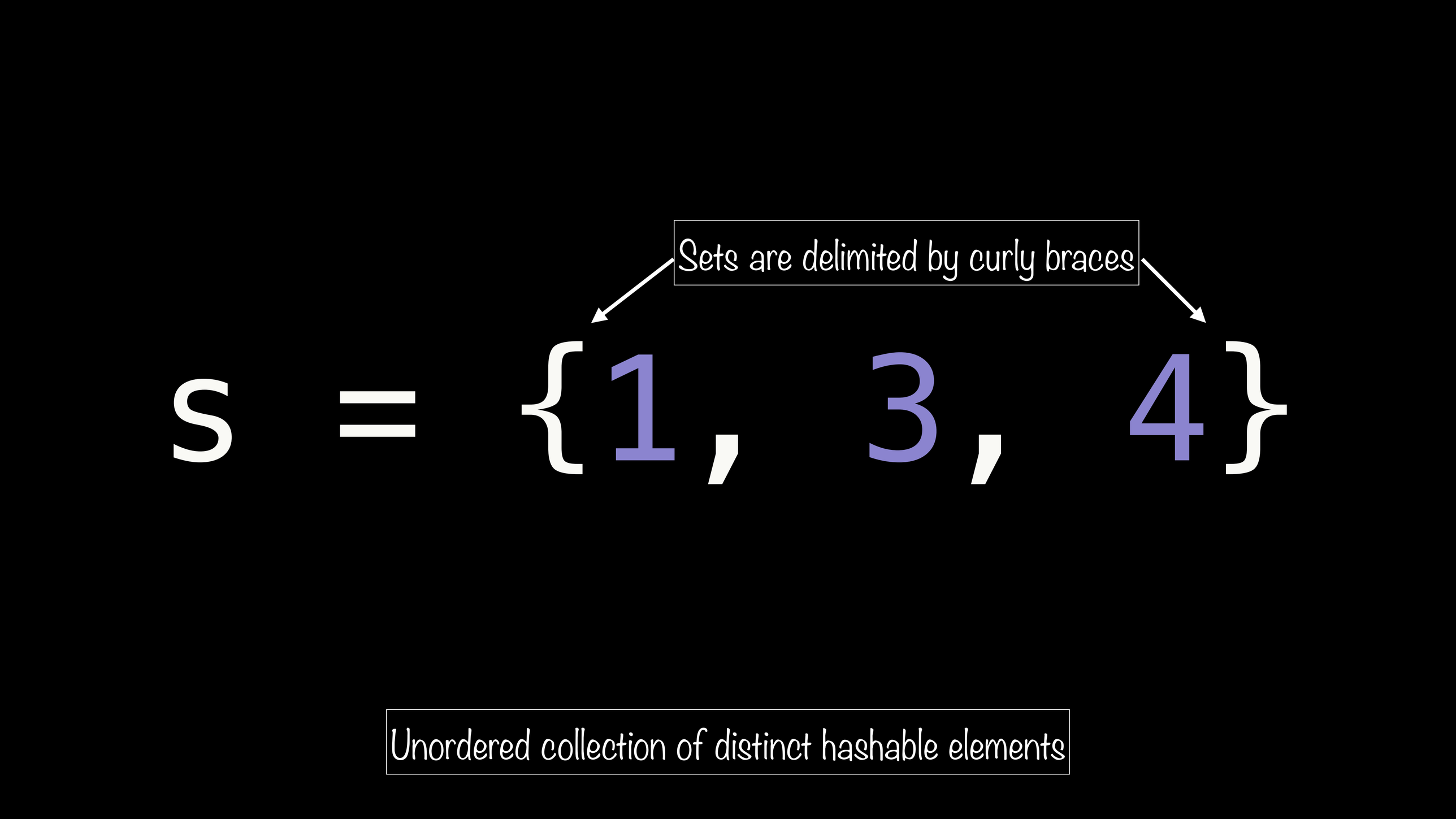
- O(1) vs. O(n)

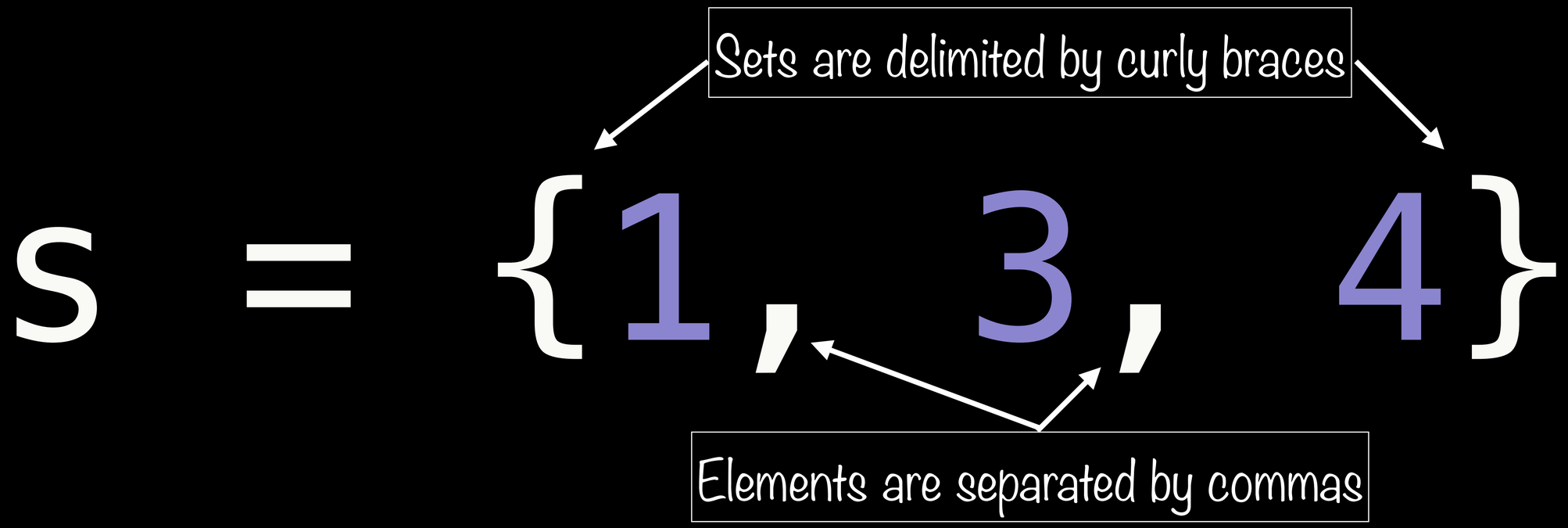
Eliminate duplicate entries

Easy set operations (intersection, union, etc.)

```
s = {1, 3, 4}
```

Unordered collection of distinct hashable elements


Sets are delimited by curly braces
s = {1, 3, 4}
Unordered collection of distinct hashable elements



Unordered collection of distinct hashable elements

Common Set Operations

Why not {}?

Common Set Operations

```
empty_set = set()
```

Why not {}?

Common Set Operations

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len(basket)                  # => 4
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"orange" in basket           # => True
"crabgrass" in basket  # => False
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O(1) membership testing

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basket = {"apple", "orange", "apple", "pear", "banana"}
len(basket)                  # => 4
"orange" in basket           # => True
"crabgrass" in basket  # => False

for fruit in basket:
    print(fruit, end='/')
# => pear/banana/apple/orange/
```

O(1) membership testing

Common Set Operations

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a = set("mississippi")  # {'i', 'm', 'p', 's'}
```

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a.pop()  # => 's' (or 'i' or 'p')
a.clear()
len(a)  # => 0
```

Common Set Operations

Common Set Operations

```
a = set("abracadabra")  # {'a', 'r', 'b', 'c', 'd'}
b = set("alacazam")     # {'a', 'm', 'c', 'l', 'z'}
```

Common Set Operations

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a = set("abracadabra")  # {'a', 'r', 'b', 'c', 'd'}
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# Set difference
a - b  # => {'r', 'd', 'b'}
```

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a | b  # => {'a', 'c', 'r', 'd', 'b', 'm', 'z', 'l'}
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Common Set Operations

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a = set("abracadabra")  # {'a', 'r', 'b', 'c', 'd'}
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# Union
a | b  # => {'a', 'c', 'r', 'd', 'b', 'm', 'z', 'l'}

# Intersection
a & b  # => {'a', 'c'}

# Symmetric Difference
a ^ b  # => {'r', 'd', 'b', 'm', 'z', 'l'}
```

Rewriting `is_efficient`

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```
EFFICIENT_LETTERS = "BCDGIJLMNOPSUVWZ"
```

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def is_efficient(word):
```

Rewriting `is_efficient`

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EFFICIENT_LETTERS = "BCDGIJLMNOPSUVWZ"


def is_efficient(word):
    for letter in word:
```

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EFFICIENT_LETTERS = "BCDGIJLMNOPSUVWZ"


def is_efficient(word):
    for letter in word:
        if letter not in EFFICIENT_LETTERS:
```

Rewriting `is_efficient`

```
EFFICIENT_LETTERS = "BCDGIJLMNOPSUVWZ"


def is_efficient(word):
    for letter in word:
        if letter not in EFFICIENT_LETTERS:
            return False
```

Rewriting `is_efficient`

```
EFFICIENT_LETTERS = "BCDGIJLMNOPSUVWZ"


def is_efficient(word):
    for letter in word:
        if letter not in EFFICIENT_LETTERS:
            return False
    return True
```

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```
EFFICIENT_LETTERS = set("BCDGIJLMNOPSUVWZ")


def is_efficient(word):
    return set(word) <= EFFICIENT_LETTERS
```

Rewriting `is_efficient`

```
EFFICIENT_LETTERS = set("BCDGIJLMNOPSUVWZ")


def is_efficient(word):
    return set(word) <= EFFICIENT_LETTERS
```

Is the set of letters in this word a subset of the efficient letters?

Looping Techniques

Items in Dictionary

Items in Dictionary

```
knights = {'gallahad': 'the pure', 'robin': 'the brave'}
```

Items in Dictionary

```
knights = {'gallahad': 'the pure', 'robin': 'the brave'}
for k, v in knights.items():
    print(k, v)
```

Items in Dictionary

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knights = {'gallahad': 'the pure', 'robin': 'the brave'}
for k, v in knights.items():
    print(k, v)

# =>
# gallahad the pure
# robin the brave
```

zip

zip

```
questions = ['name', 'quest', 'favorite color']
answers = ['Lancelot', 'To seek the holy grail', 'Blue']
```

zip

```
questions = ['name', 'quest', 'favorite color']
answers = ['Lancelot', 'To seek the holy grail', 'Blue']
for q, a in zip(questions, answers):
    print('What is your {0}? {1}.'.format(q, a))
```

zip

```
questions = ['name', 'quest', 'favorite color']
answers = ['Lancelot', 'To seek the holy grail', 'Blue']
for q, a in zip(questions, answers):
    print('What is your {0}? {1}.'.format(q, a))
```

The `zip()` function generates pairs of entries from its arguments.

zip

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questions = ['name', 'quest', 'favorite color']
answers = ['Lancelot', 'To seek the holy grail', 'Blue']
for q, a in zip(questions, answers):
    print('What is your {0}? {1}.'.format(q, a))

# =>
# What is your name? Lancelot.
# What is your quest? To seek the holy grail.
# What is your favorite color? Blue.
```

The `zip()` function generates pairs of entries from its arguments.

Reverse Iteration

Reverse Iteration

```
for i in reversed(range(1, 10, 2)):
    print(i, end=', ')
```

Reverse Iteration

```
for i in reversed(range(1, 10, 2)):
    print(i, end=', ')

# =>
# 9, 7, 5, 3, 1,
```

Reverse Iteration

```
for i in reversed(range(1, 10, 2)):
    print(i, end=', ')

# =>
# 9, 7, 5, 3, 1,
```

To loop over a sequence in reverse,
first specify the sequence in a forward direction
and then call the `reversed()` function.

Sorted Iteration

Sorted Iteration

```
basket = ['pear', 'banana', 'orange', 'pear', 'apple']
```

Sorted Iteration

```
basket = ['pear', 'banana', 'orange', 'pear', 'apple']
for fruit in sorted(basket):
    print(fruit)
```

Sorted Iteration

```
basket = ['pear', 'banana', 'orange', 'pear', 'apple']
for fruit in sorted(basket):
    print(fruit)
# =>
# apple
# banana
# orange
# pear
# pear
```

Sorted Iteration

```
basket = ['pear', 'banana', 'orange', 'pear', 'apple']
for fruit in sorted(basket):
    print(fruit)
# =>
# apple
# banana
# orange
# pear
# pear
```

To loop over a sequence in sorted order,
use the `sorted()` function which returns
a new sorted list while leaving the source unaltered.

Comprehensions

Concise syntax for creating data structures

Comprehensions

Example

Example

```
squares = []
```

Example

```
squares = []
for x in range(100):
```

Example

```
squares = []
for x in range(100):
    squares.append(x**2)
```

Example

```
squares = []
for x in range(100):
    squares.append(x**2)

print(squares[:5] + squares[-5:])
# [0, 1, 4, 9, 16, 9025, 9216, 9409, 9604, 9801]
```

[

]

```
[x **2

]
```

```
[x ** 2
for x in
          ]
```

```
[x ** 2
for x in
range(100)]
```

```
[f(xs) for xs in iter]
```

Square brackets indicate that we're building a list

```
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Square brackets indicate that we're building a list

Loop over the specified iterable

```
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Square brackets indicate that we're building a list

Loop over the specified iterable

```
[f(xs) for xs in iter]
```

Apply some operation to the loop variable(s) to generate new list elements

```
[f(xs) for xs in iter if pred(xs)]
```

Only keep elements that satisfy a predicate condition

Examples of List Comprehensions

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```
[word.lower() for word in sentence]
```

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```
[word for word in sentence if len(word) > 8]
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[(x, x ** 2, x ** 3) for x in range(10)]
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[word.lower() for word in sentence]
[word for word in sentence if len(word) > 8]


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[(i,j) for i in range(5) for j in range(i)]
```

Examples of List Comprehensions

```
[word.lower() for word in sentence]
[word for word in sentence if len(word) > 8]


[(x, x ** 2, x ** 3) for x in range(10)]
[(i,j) for i in range(5) for j in range(i)]
```

Be careful - "simple is better than complex"

Your Turn

Your Turn

```
[0, 1, 2, 3] -> [1, 3, 5, 7]
[3, 5, 9, 8] -> [True, False, True, False]
range(10) -> [0, 1, 4, 9, …, 81]
```

Your Turn

```
[0, 1, 2, 3] -> [1, 3, 5, 7]
[3, 5, 9, 8] -> [True, False, True, False]
range(10) -> [0, 1, 4, 9, …, 81]

["apple", "orange", "pear"] -> ["A", "O", "P"]
["apple", "orange", "pear"] -> ["apple", "pear"]
["apple", "orange", "pear"] ->
                [("apple", 5), ("orange", 6), ("pear", 4)]
```

Other Comprehensions

Other Comprehensions

```
# Dictionary Comprehensions
{key_func(vars):val_func(vars) for vars in iterable}
```

Other Comprehensions

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{key_func(vars):val_func(vars) for vars in iterable}
{v:k for k, v in d.items()}
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Other Comprehensions

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# Dictionary Comprehensions
{key_func(vars):val_func(vars) for vars in iterable}
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# Set Comprehensions
{func(vars) for vars in iterable}
```

Other Comprehensions

```
# Dictionary Comprehensions
{key_func(vars):val_func(vars) for vars in iterable}
{v:k for k, v in d.items()}

# Set Comprehensions
{func(vars) for vars in iterable}
{word for word in hamlet if is_palindrome(word.lower())}
```

Comprehensions as Higher-Level Transformations

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Usually, data structures focus on individual elements.

Comprehensions represent abstract transformations.

Don't say how to build something, just what you want.

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Soon: Functional Programming - push this to the extreme!

Your Turn

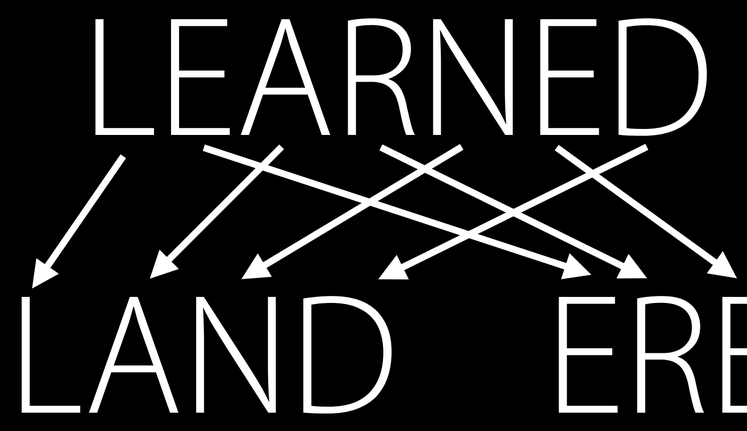
Triad Phrases

LEARNED THEOREMS

POOREST AGRARIANS

WOODED ORIOLE

Triad Phrase



Alternate letters spell out two words

Surpassing Phrases

SUPERB SUBWAY

PORKY HOGS

TURNIP FIELDS

Surpassing Phrase

SUPERB

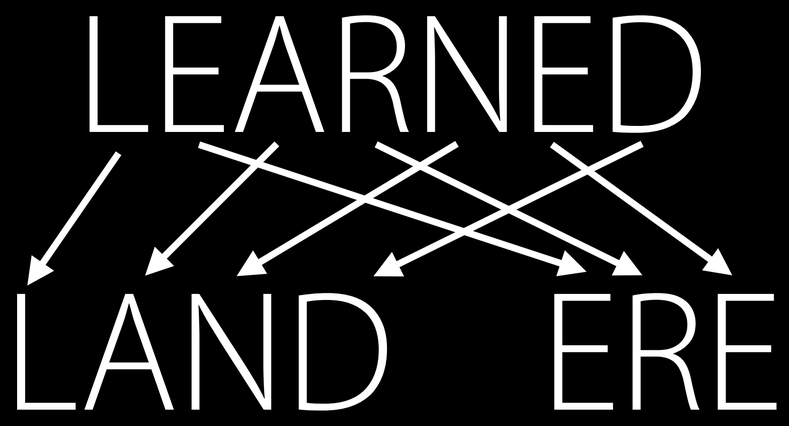
SU / UP / PE / ER / RB

2 / 5 / 11 / 13 / 16

```
ord('a') # => 97
chr(97) # => 'a'
```

Gaps between adjacent letters increase

Triad Phrases



Surpassing Phrases

SUPERB

SU / UP / PE / ER / RB

2 / 5 / 11 / 13 / 16

```
ord('a') # => 97
chr(97) # => 'a'
```

/usr/share/dict/words or

http://stanfordpython.com/res/misc/words

Next Time

Next Time

Get Your Hands Dirty!

Explore Data Structures

Investigate Odd Behavior