

Chapter: Lists

What You Will Learn

- Lists
- Searching in Lists
- Exception Handling
- Slices
- Ranges
- For Loop
- While Loop

Lists

Lists

- A list is a data type that holds an ordered collection of items.
- The items can be of various data types.
- You can even have lists of lists!

Creating Lists

```
list_name = [item_1, item_2, item_N]
```

```
list_name = []
```

```
list_name[index]
```

```
animals= ['man', 'bear', 'pig']  
print(animals[0])  
print(animals[1])  
print(animals[2])
```

man

bear

pig

|

```
animals= ['man', 'bear', 'pig']
```

```
print(animals[0])
```

```
animals[0] = 'cat'
```

```
print(animals[0])
```

```
man
```

```
cat
```

```
|
```

```
animals= ['man', 'bear', 'pig']
```

```
print(animals[-1])
```

```
print(animals[-2])
```

```
print(animals[-3])
```

```
pig
```

```
bear
```

```
man
```

```
|
```

```
animals= ['man', 'bear', 'pig']  
animals.append('cow')  
print(animals[-1])
```

COW

```
animals = ['man', 'bear', 'pig']  
animals.extend(['cow', 'duck'])  
print(animals)
```

```
more animals = ['horse', 'dog']  
animals.extend(more animals)  
print(animals)
```

```
['man', 'bear', 'pig', 'cow', 'duck']
```

```
['man', 'bear', 'pig', 'cow', 'duck', 'horse', 'dog']
```

```
a n i m a l s = [ ' m a n ' ,   ' b e a r ' ,   ' p i g ' ]  
a n i m a l s . i n s e r t ( 0 ,   ' h o r s e ' )  
p r i n t ( a n i m a l s )
```

```
a n i m a l s . i n s e r t ( 2 ,   ' d u c k ' )  
p r i n t ( a n i m a l s )
```

```
[ ' h o r s e ' ,   ' m a n ' ,   ' b e a r ' ,   ' p i g ' ]
```

```
[ ' h o r s e ' ,   ' m a n ' ,   ' d u c k ' ,   ' b e a r ' ,   ' p i g ' ]
```

”ices

Slices

`list[index1:index2]`

`list[:index2]`

`list[index1:]`

```
animals = ['man', 'bear', 'pig', 'cow', 'duck', 'horse']
```

```
some_animals = animals[1:4]
```

```
print('Some animals: {}'.format(some_animals))
```

```
first_two = animals[0:2]
```

```
print('First two animals: {}'.format(first_two))
```

```
first_two_again = animals[:2]
```

```
print('First two animals: {}'.format(first_two_again))
```

Some animals: ['bear', 'pig', 'cow']

First two animals: ['man', 'bear']

First two animals: ['man', 'bear']

```
animals = ['man', 'bear', 'pig', 'cow', 'duck', 'horse']
```

```
last two = animals[4:6]
```

```
print('Last two animals: {}'.format(last two))
```

```
last two again = animals[-2:]
```

```
print('Last two animals:  
{ {}'.format(last two again))
```


Last two animals: ['duck', 'horse']

Last two animals: ['duck', 'horse']

String Slices

```
part_of_a_horse = 'horse'[1:3]  
print(part_of_a_horse)
```

or



Finding an item in a list.

```
animals= ['man', 'bear', 'pig']  
bear_index = animals.index('bear')  
print(bear_index)
```

1

Exceptions

```
animals = ['man', 'bear', 'pig']  
cat index = animals.index('cat')  
print(cat index)
```

```
Traceback (most recent call last):  
  File 'exception example.py', line 2, in <module>  
    cat index = animals.index('cat')  
ValueError: 'cat' is not in list
```

Exception Handling

Exception Handling

```
animals= ['man', 'bear', 'pig']  
try:  
    cat index= animals.index('cat')  
except:  
    cat index    'No cats found.'  
print(cat index)
```

No cats found.

Loops

Looping through a list

```
for item_variable in list_name:
```

```
    # Code block
```

```
item_variable = list[0]
```

```
item_variable = list[1]
```

```
item_variable = list[N]
```



```
animals= ['man', 'bear', 'pig']  
for animal in animals:  
    print(animal.upper())
```

MAN

BEAR

PIG

|

While Loop

```
while condition:  
    # Code block
```

```
animals    ['man', 'bear', 'pig', 'cow', 'duck', 'horse']
```

```
index      0
```

```
while index < len(animals):
```

```
    print(animals[index])
```

```
    index += 1
```

man

bear

pig

cow

duck

horse

Sorting and Ranges

```
animals = ['man', 'bear', 'pig']
sorted animals = sorted(animals)

print('Animals list:          {}'.format(animals))
print('Sorted animals list:   {}'.format(sorted animals))
animals.sort()

print('Animals after sort method: {}'.format(animals))
```

```
Animals list:          ['man', 'bear', 'pig']
Sorted animals list:   ['bear', 'man', 'pig']
Animals after sort method: ['bear', 'man', 'pig']
```

|

```
animals= ['man', 'bear', 'pig']  
more animals= ['cow', 'duck', 'horse']  
all animals= animals+ more animals  
print(all animals)
```

```
['man', 'bear', 'pig', 'cow', 'duck', 'horse']
```

```
animals= ['man', 'bear', 'pig']  
print(len(animals))  
animals.append('cow')  
print(len(animals))
```

3

4

Ranges

```
for number in range(3):  
    print(number)
```

0

1

2

```
for number in range(1, 3):  
    print(number)
```

1

2

```
for number in range(1, 10, 2):  
    print(number)
```

1

3

5

7

9

```
animals = ['man', 'bear', 'pig', 'cow',  
'duck', 'horse', 'dog']
```

```
for number in range(0, len(animals), 2):  
    print(animals[number])
```

man

pig

duck

dog

Section Summary

Summary

- **Lists are created using comma separated values between square brackets. The format is:**

```
list name = [item 1, item 2, item N]
```

Summary

- Items in a list can be accessed by index. List indices are zero based. The format is:
`list_name[index]`
- Access items from the end of the list by using negative indices. The last item in a list is:
`list_name[-1]`

Summary

- **Add items to a list by using the `append()` or `extend()` list methods.**
- **Access a portion of a list using a slice. The format is: `list_name(start, stop)`**
- **The `list.index()` method accepts a value as a parameter and returns the index of the first value in the list or an exception if the**

Summary

- Loop through a list using a for loop. The format is `for item_variable in list_name:` followed by a code block.
- The code block in a while loop executes as long as the condition evaluates to true. The format is `while condition:` followed by

Summary

- **To sort a list, use the `sort()` list method or the built-in `sorted()` function.**
- **The built-in `range()` function generates a list of numbers. The format is: `range(start, stop, step)`**
- **Unhandled exceptions cause Python programs to terminate. Handle exceptions using `try / except` blocks.**