



PYTHON
3.x

SHALINI MITTAL

WHAT WE WILL COVER TODAY?

ASSIGNMENT SOLUTION

DATA STRUCTURES

LOOP- ASSIGNMENT SOLUTION

FACTORS OF NUMBER

```
no = int(input('Enter a no to calculate factor'))
for i in range(1, no+1):
    if no % i == 0:
        print(i)
```

PRINT 1ST CHARACTER

```
str = input('Enter a string')
print(str[0],end='.')
for s in range(len(str)):
    if str[s] == ' ':
        print(str[s+1],end = '.')
```

ARMSTRONG NUMBER

```
no = int(input('Enter a no to find if its armstrong'))
t = no
sum = 0
while t!= 0:
    r = t % 10
    sum = sum + r*r*r
    t = t//10
if sum == no:
    print("Armstrong")
else:
    print("Not armstrong")
```

LOOP- ASSIGNMENT SOLUTION

ASCENDING ORDER

```
no = int(input('Enter a number'))
t = no
for i in range(0,10):
    while no != 0:
        r = no%10
        if i==r:
            print(r)
        no = no//10
    no = t
```

LOOP- ASSIGNMENT SOLUTION

```
choice = int(input('Enter 1. Palindrome\n2.Perfect'))
if choice == 1:
    no = int(input('enter a no to find if it is palindrome'))
    orig , rev= no , 0
    while no != 0:
        r = no%10
        rev = rev * 10 + r
        no = no // 10
    if orig == rev:    print('palindrome')
    else:    print('not palindrome')
elif choice == 2:
    sum = 0
    no = int(input('enter a no to find if it is perfect'))
    for i in range(1,no):
        if no % i ==0:
            sum = sum + i
    if no == sum:
        print('perfect')
    else:
        print('not perfect')
```

DATA STRUCTURES

TUPLES

LIST

DICTIONARIES

SETS

TUPLES

- A tuple is an immutable list
- A tuple is defined analogously to lists, except that the set of elements is enclosed in parentheses instead of square brackets.
- The rules for indices are the same as for lists. Once a tuple has been created, you can't add elements to a tuple or remove elements from a tuple.
- Where is the benefit of tuples?
- Tuples are faster than lists.
- If you know that some data doesn't have to be changed, you should use tuples instead of lists, because this protect your data against accidental changes to these data.
- Tuples can be used as keys in dictionaries, while lists can't.

CREATE TUPLES

```
# empty tuple
    my_tuple = ()
# tuple having integers
    my_tuple = (1, 2, 3)
# tuple with mixed datatypes
    my_tuple = (1, "Hello", 3.4)
# nested tuple
    my_tuple = ("mouse", [8, 4, 6], (1, 2, 3))
# tuple can be created without parentheses also called tuple packing
    my_tuple = 3, 4.6, "dog"
# tuple unpacking is also possible
    a, b, c = my_tuple
```


INDEXING TUPLES

```
my_tuple = ['p','e','r','m','i','t']  
my_tuple[0] 'p'  
my_tuple[5] 't'  
my_tuple[6] # index must be in range  
my_tuple[2.0] # index must be an integer  
n_tuple = ("mouse", [8, 4, 6], (1, 2, 3))  
n_tuple[0][3] # nested index 's'  
n_tuple[1][1] # nested index 4  
n_tuple[2][0] # nested index 1
```

Negative Indexing

Python allows negative indexing for its sequences. The index of -1 refers to the last item, -2 to the second last item and so on.

```
my_tuple = ['p','e','r','m','i','t']  
my_tuple[-1] 't'  
my_tuple[-6] 'p'
```

SLICING TUPLES

```
my_tuple = ('p','r','o','g','r','a','m','i','z')  
my_tuple[1:4] # elements 2nd to 4th ('r', 'o', 'g')  
my_tuple[:7] # elements beginning to 2nd ('p', 'r')  
my_tuple[7:] # elements 8th to end ('i', 'z')  
my_tuple[:] # elements beginning to end
```

CHANGING OR DELETING TUPLES

- Tuples are immutable.
- But if the element is itself a mutable datatype like list, its nested items can be changed.
- `my_tuple = (4, 2, 3, [6, 5])`
- `my_tuple[1] = 9` # we cannot change an element
- `del my_tuple[3]` # can't delete items

TUPLE METHODS

| Method | Description |
|-------------|---|
| count(x) | Return the number of items that is equal to x |
| index(x) | Return index of first item that is equal to x |
| all() | Return True if all elements of the tuple are true (or if the tuple is empty). |
| any() | Return True if any element of the tuple is true. If the tuple is empty, return False. |
| enumerate() | Return an enumerate object. It contains the index and value of all the items of tuple as pairs. |
| len() | Return the length (the number of items) in the tuple. |
| max() | Return the largest item in the tuple. |
| min() | Return the smallest item in the tuple |
| sorted() | Take elements in the tuple and return a new sorted list (does not sort the tuple itself). |
| sum() | Return the sum of all elements in the tuple. |
| tuple() | Convert an iterable (list, string, set, dictionary) to a tuple. |

LIST

A list is created by placing all the items (elements) inside a square bracket [], separated by commas.

It can have any number of items and they may be of different types (integer, float, string etc.).

A list can even have another list as an item. These are called nested list.

```
# empty list my_list = []
```

```
# list of integers my_list = [1, 2, 3]
```

```
# list with mixed datatypes my_list = [1, "Hello", 3.4]
```

```
# nested list my_list = ["mouse", [8, 4, 6]]
```

Slicing, Indexing, Changing and deleting are same as tuples.

LIST METHODS

| Method | Description |
|--------------------------|---|
| <code>append(x)</code> | Add item x at the end of the list |
| <code>extend(L)</code> | Add all items in given list L to the end |
| <code>insert(i,x)</code> | Insert item x at position i |
| <code>remove(x)</code> | Remove first item that is equal to x , from the list |
| <code>pop([i])</code> | Remove and return item at position i (last item if i is not provided) |
| <code>clear()</code> | Remove all items and empty the list |
| <code>index(x)</code> | Return index of first item that is equal to x |
| <code>count(x)</code> | Return the number of items that is equal to x |
| <code>sort()</code> | Sort items in a list in ascending order |
| <code>reverse()</code> | Reverse the order of items in a list |
| <code>copy()</code> | Return a shallow copy of the list |

These methods are accessed as `list.method()`.

Built in functions are same as tuples

SET

- Set is an unordered collection of items.
- Every element is unique (no duplicates) and must be immutable.
- However, the set itself is mutable (we can add or remove items).
- Sets can be used to perform mathematical set operations like union, intersection, symmetric difference etc.
- Curly braces or the `set()` function can be used to create sets.
- Note: to create an empty set you have to use `set()`, not `{}`; the latter creates an empty dictionary

CREATE SET

- # set of integers
`my_set = {1, 2, 3}`
- # set of mixed datatypes
`my_set = {1.0, "Hello", (1, 2, 3)}`
- # set do not have duplicates
`{1,2,3,4,3,2}` {1, 2, 3, 4}
- # set cannot have mutable items
`my_set = {1, 2, [3, 4]}`
- # but we can make set from a list
`set([1,2,3,2])` {1, 2, 3}

CHANGING OR DELETING SET

- Set does not support indexing or slicing as it is unordered
- We can add single elements using the method `add()`.
- Multiple elements can be added using `update()` method.
- The `update()` method can take tuples, lists, strings or other sets as its argument.
- In all cases, duplicates are avoided.
- `my_set = {1,3}`
- `my_set[0]` `#'set' object does not support indexing`
- `my_set.add(2)`
- `my_set.update([2,3,4])`
- `my_set.update([4,5], {1,6,8})`
- Removing Elements from a Set
- `my_set.discard(4)`
- `my_set.remove(6)`

MATHEMATICAL OPERATIONS ON SET

- Union
 - Union of A and B is a set of all elements from both sets. Union is performed using $|$ operator. Same can be accomplished using the method `union()`.
- Intersection
 - Intersection of A and B is a set of elements that are common in both sets. Intersection is performed using $&$ operator. Same can be accomplished using the method `intersection()`.
- Difference
 - Difference of A and B ($A - B$) is a set of elements that are only in A but not in B . Similarly, $B - A$ is a set of element in B but not in A . Difference is performed using $-$ operator. Same can be accomplished using the method `difference()`.
- Symmetric Difference
 - Symmetric Difference of A and B is a set of element in both A and B except those common in both. Symmetric difference is performed using $^$ operator. Same can be accomplished using the method `symmetric_difference()`.

| Method | Description |
|-------------------------------|---|
| add() | Add an element to a set |
| clear() | Remove all elements from a set |
| copy() | Return a shallow copy of a set |
| difference() | Return the difference of two or more sets as a new set |
| difference_update() | Remove all elements of another set from this set |
| discard() | Remove element from set if it is a member. Do nothing if element not in set |
| intersection() | Return the intersection of two sets as a new set |
| intersection_update() | Update the set with the intersection of itself and another |
| isdisjoint() | Return True if two sets have a null intersection |
| issubset() | Return True if another set contains this set |
| issuperset() | Return True if this set contains another set |
| pop() | Remove and return an arbitrary set element. Raise KeyError if the set empty |
| remove() | Remove an element from a set. If element not a member, raise a KeyError |
| symmetric_difference() | Return the symmetric difference of two sets as a new set |
| symmetric_difference_update() | Update a set with the symmetric difference of itself and another |
| union() | Return the union of sets in a new set |
| update() | Update a set with the union of itself and others |

DICTIONARY

- Unordered collection of items.
- Has a key: value pair.
- Indexed by keys - immutable type; strings and numbers.
- Tuples can be used as keys if they contain only strings, numbers, or tuples; if a tuple contains any mutable object either directly or indirectly, it cannot be used as a key.
- Lists cant be used as keys.
- Optimized to retrieve values when the key is known.
- Main operations are
 - Storing a value with some key and extracting the value given the key.
 - Delete a key:value pair with del.
 - Store using a key already in use, the old value associated with that key is forgotten.
- It is an error to extract a value using a non-existent key.
- `list(d.keys())` - returns a list of all the keys in arbitrary order (if you want it sorted, just use `sorted(d.keys())` instead).
- Check if a single key is in the dictionary, use the `in` keyword.

CREATE DICTIONARY

- # empty dictionary
`my_dict = {}`
- # dictionary with integer keys
`my_dict = {1: 'apple', 2: 'ball'}`
- # dictionary with mixed keys
`my_dict = {'name': 'John', 1: [2, 4, 3]}`
- # using dict()
`my_dict = dict({1:'apple', 2:'ball'})`
- # from sequence having each item as a pair
`my_dict = dict([(1,'apple'), (2,'ball')])`

ACCESS ELEMENTS

- `my_dict = {'name':'Ranjit', 'age':26}`
`my_dict['name']`
`my_dict.get('age') 26`

CHANGING/ADDING ELEMENTS IN A DICTIONARY

- We can add new items or change the value of existing items using assignment operator.
- If the key is already present, value gets updated, else a new key: value pair is added to the dictionary.

```
my_dict {'age': 26, 'name': 'Ranjit'}  
my_dict['age'] = 27 # update value  
my_dict {'age': 27, 'name': 'Ranjit'}  
my_dict['address'] = 'Downtown' # add item
```

DELETING/REMOVING ELEMENTS

- pop() removes an item with the provided key and returns the value.
- popitem() removes and returns an arbitrary item (key, value)
- All the items can be removed at once using the clear() method.
- We can also use the del keyword to remove individual items or the entire dictionary itself.

| Method | Description |
|--|--|
| <code>clear()</code> | Remove all items from the dictionary. |
| <code>copy()</code> | Return a shallow copy of the dictionary. |
| <code>fromkeys(<i>seq</i>[,<i>v</i>])</code> | Return a new dictionary with keys from <i>seq</i> and value equal to <i>v</i> (defaults to None). |
| <code>get(<i>key</i>[,<i>d</i>])</code> | Return the value of <i>key</i> . If <i>key</i> does not exist, return <i>d</i> (defaults to None). |
| <code>items()</code> | Return a new view of the dictionary's items (key, value). |
| <code>keys()</code> | Return a new view of the dictionary's keys. |
| <code>pop(<i>key</i>[,<i>d</i>])</code> | Remove the item with <i>key</i> and return its value or <i>d</i> if <i>key</i> is not found. If <i>d</i> is not provided and <i>key</i> is not found, raises <code>KeyError</code> . |
| <code>popitem()</code> | Remove and return an arbitrary item (key, value). Raises <code>KeyError</code> if the dictionary is empty. |
| <code>setdefault(<i>key</i>[,<i>d</i>])</code> | If <i>key</i> is in the dictionary, return its value. If not, insert <i>key</i> with a value of <i>d</i> and return <i>d</i> (defaults to None). |
| <code>update([<i>other</i>])</code> | Update the dictionary with the key/value pairs from <i>other</i> , overwriting existing keys. |
| <code>values()</code> | Return a new view of the dictionary's values |

ASSIGNMENTS

- With a given integral number n , write a program to generate a dictionary that contains $(i, i*i)$ such that i is an integral number between 1 and n (both included). and then the program should print the dictionary.

Suppose the following input is supplied to the program:

8

Then, the output should be:

{1: 1, 2: 4, 3: 9, 4: 16, 5: 25, 6: 36, 7: 49, 8: 64}

- Create a list of dictionary to store name, email and phoneno for 5 employees.
- Create a list of palindrome words. Print the word with the longest string length along with the no of characters in the longest word.

EX : ["mom", "dad", "civic", "racecar", "madam", "noon", "wow"]

Output: racecar is longest word with 7 characters

If possible extend this assignment to count the length of all the words in the list and print the output as follows:

| Length | count |
|--------|-------|
|--------|-------|

| | |
|---|---|
| 3 | 3 |
|---|---|

| | |
|---|---|
| 5 | 2 |
|---|---|

| | |
|---|---|
| 7 | 1 |
|---|---|

| | |
|---|---|
| 4 | 1 |
|---|---|

ANY QUESTION ?





THANK YOU !