**Let’s Upgrade Batch 7 – Day 2**

**Assignment**

**Q1) List and it’s default function.**

Ans- The following Python functions can be used on lists

len(s) – It return the number of items in list.

The len(s) function can be used on sequences or collection

list([iterable]) -

The list() constructor returns a mutable sequence list of elements.

Strictly speaking, list([iterable]) is actually a mutable sequence type.

**Q2) Dictionary and it’s Default function.**

Ans-  Dictionary in Python is an unordered collection of data values, used to store data values like a map, which unlike other Data Types that hold only single value as an element, Dictionary holds Key-value pair.

Setdefault()- This method returns the value of a key (if the key is in dictionary). If not, it inserts key with a value to the dictionary.

**Syntax:** dict.setdefault(key[, default\_value])

**Q3) Set’s and it’s default functions.**

Ans- A Set is an unordered collection data type that is iterable, mutable and has no duplicate elements.

[**frozenset()**](https://www.programiz.com/python-programming/methods/built-in/frozenset)

returns immutable frozenset object

[**Set add()**](https://www.programiz.com/python-programming/methods/set/add)

adds element to a set

[**Set clear()**](https://www.programiz.com/python-programming/methods/set/clear)

remove all elements from a set

[**Set copy()**](https://www.programiz.com/python-programming/methods/set/copy)

Returns Shallow Copy of a Set

[**Set difference()**](https://www.programiz.com/python-programming/methods/set/difference)

Returns Difference of Two Sets

**Q4) Tupple and explore default method**

Ans- Tuples are immutables. Meaning, you cannot change items of a tuple once it is assigned.

### [**Tuple count()**](https://www.programiz.com/python-programming/methods/tuple/count)

returns count of the element in the tuple

### [**Tuple index()**](https://www.programiz.com/python-programming/methods/tuple/index)

returns the index of the element in the tuple

**Q5) String and explore default method**

Ans- A string is a sequence of characters enclosed in quotation marks. In this reference page, you will find all the methods that a string object can call.