

	list	tuple	dictionary	set	string
① symbol	[]	()	{ }	{ }	" "
② add	l.append(el) l.insert(i, el) <u>l[i] = el</u> (NO) l.extend(iter) l += iter	⊖	d[key] += val d.update(d ₂)	s.add(el) s.update(iter) <u>s += {1, 2, 3}</u> (NO)	⊖
③ Remove	l.remove() l.pop() l.pop(i) del l[i] del l	del t <u>(NO) del t[i]</u>	del d[key] d.pop(key) (returns val) d.popitem() del d	s.discard(el) (no error) s.remove(el) (error) s.difference_update(iter) s -= {1, 2, 3} set only (but <u>not</u> s += {1, 2, 3})	⊖
④ modify	l[i] = el l * = int	⊖	d[key] = val d.update(d ₂)	⊖	⊖
⑥ retrieve	l[i] l[i:]	t[i] t[i:]	d[key] d.get(key) d.get(key, 'shit')	⊖	s[index] s.find(el) "returns <u>index</u> " "-1 if no el"
⑦ clear	l.clear()	! (NO)	d.clear()	s.clear()	(NO)
⑧ sort	l.sort() sorted(l)	NO .sort() (sorted(t) ✓ returns <u>list</u>)	NO .sort() sorted(d) returns list of sorted keys	NO .sort() (sorted(s) returns list)	NO .sort() sorted('tomas')
⑨

⑨

mutable

(+)

(-)

(+)

(+)

(-)

⑩

index

`l.index(el)` `t.index(el)`

No

No

`str[i]`
`str[i:]`

⑪

count

`l.count(el)` `t.count(el)`

No

No

No