

# Task 6 - Tuples

**Definition:** A tuple is an ordered collection of elements that is immutable, meaning once it is created, its elements cannot be changed. Tuples can hold multiple data types and allow duplicate elements.

**Creating Tuples:** Tuples are created by placing elements inside parentheses ( ) and separating them with commas.

```
# Creating tuples
fruits = ("apple", "banana", "cherry")
numbers = (1, 2, 3, 4, 5)
mixed = ("text", 100, 3.14, True)

print("Fruits:", fruits)
print("Numbers:", numbers)
print("Mixed:", mixed)
```

```
# Accessing elements
print("First fruit:", fruits[0])
print("Second number:", numbers[1])
```

## Immutability of Tuples

Once a tuple is created, its elements cannot be modified, added, or removed. This immutability makes tuples useful for ensuring data integrity.

## Tuple Methods and Functions

### 1. count()

```
apple_count = fruits.count("apple")
print("Count of 'apple':", apple_count)
```

## 2. index()

```
cherry_index = fruits.index("cherry")  
print("Index of 'cherry':", cherry_index)
```

## Additional Tuple Operations

### 1. Concatenation

```
more_fruits = ("orange", "kiwi")  
combined = fruits + more_fruits  
print("Combined tuple:", combined)
```

### 2. Repetition

```
repeated = numbers * 2  
print("Repeated tuple:", repeated)
```

### 3. Slicing

```
slice_of_numbers = numbers[1:4]  
print("Sliced tuple:", slice_of_numbers)
```

**Task 6:** Write a program to demonstrate working with tuples in python

```
my_tuple = (1, 2, 3, 4, 5)
print("Tuple:", my_tuple)

# Access elements in a tuple
print("First element:", my_tuple[0])
print("Last element:", my_tuple[-1])

# Slicing a tuple
print("Slice from index 1 to 3:", my_tuple[1:4])

# Concatenating tuples
another_tuple = (6, 7, 8)
concatenated_tuple = my_tuple + another_tuple
print("Concatenated tuple:", concatenated_tuple)

# Check for element existence
print("Is 3 in the tuple?", 3 in my_tuple)

# Iterate through a tuple
print("Iterating through the tuple:")
for item in my_tuple:
    print(item)
```