

Lists - 1D :

class _ :

def func (~~self~~ , A, B) :

== { write code }
==
==

⇒ Announcement :

⇒ A problem solving session on
sunday 11 am (optional)

⇒ Topics :

- Intro to Lists
- Indexing
- Append
- Insert
- -ve indexing
- Operations
- Problem solving

Intro to Lists:

→ Class Teacher :

→ Avg. no. of students in a class : 50

- i) 50 registers for 50 students
- ii) 1 register for 50 students ✓✓

Advantages of option 2:

- i) less resource
- ii) Easy to maintain
- iii) Easy to analyse
- iv) Perform operatⁿ easily

⇒ Sachin :

Total matches = 463

i) addⁿ

ii) Avg runs

runs1 = 100

runs2 = 50

⋮
⋮
⋮

runs 463 = 200

$$\text{avg} = \frac{\text{runs}_1 + \text{runs}_2 + \dots + \text{runs}_{463}}{463}$$

★ Lists:

List definition done:

runs = [100, 63, 200, 150, 100, 99, 98, 99]

name of list \Rightarrow runs

type(runs) \Rightarrow list

★ Indexing:

<u>S.no.</u>	<u>Roll . no.</u>
<u>0</u>	1
1	2
2	3
3	4
4	5
5	6
6	7

runs = [50, 20, 31, 150, 200]
 index = 0 1 2 3 4

size of runs \Rightarrow 5

index of last element \Rightarrow 4 \Rightarrow S-1

\Rightarrow N-1

⇒ Access the element of a list:

⇒ `runs[index]`

★ -ve indexing :

⇒ topper from first ⇒ ~~1~~ 0
topper from last ⇒ -1
second topper from last ⇒ -2

+ve index ⇒ 0 1 2 3 4 5 6
`runs` = [0, 99, 0, 99, 200, 150, 163]
-ve index : -7 -6 -5 -4 -3 -2 -1

`len(runs)` ⇒ 7

+ve index ⇒ [0, 7) 7 excluded
-ve index ⇒ [-1, -7] all inclusive

⇒ if size of list is N . ⇒ 7

`range(N)` ⇒ 0, 1, 2, 3, 4, 5, 6

★ Updating a list:

runs = [1, 50, 150, 200]

centurian = 250

Two ways of adding:

- i) Adding at last of list (append)
- ii) Adding at an index (insert)

⇒ runs.append(centurian)

⇒ runs = [1, 50, 150, 200, 250]

⇒ This power of list that it can be updated is known as Mutability

★ Insert:

insert(index, data)

l = ^{index: 0 1 2 3} [6, 8, 9, 7]

⇒ l.insert(1, 33)

⇒ $l = [6, 33, 8, 9, 7]$

index: 0 1 2 3 4