

# DEFAULTDICT

## Missing Keys

standard dictionary (`dict`)

`d = {}`

`d['a']` → `KeyError`

→ can use the `get` method to handle default values for non-existent keys

`d.get('a', 100)` → we get `100` if '`a`' is not present, but '`a`' is still not in dictionary

`d['a'] = d.get('a', 0) + 1` → general pattern for counters

in general: `d.get(key, value)` → value could be returned from calling a callable

→ works, but possibly have to remember to always use the **same** default in **multiple places** for same dict

→ easier would be to define the default **once** (per dict)

## defaultdict

→ `collections` module

→ subclass of `dict` type      (`defaultdict` instance IS-A `dict` instance)

→ so has all the functionality of a standard `dict`

`defaultdict(callable, [...])`

callable is called to calculate a default

remaining arguments are simply passed  
to `dict` constructor

→ callable must have zero arguments

→ default is `None` and `None` will be the default value

`d = defaultdict(lambda: 'python')`      `d → {}`

`d['a'] → 'python'`

`d → {'a': 'python'}`      → entry has been created

## Other Factory Functions

Often we want to initialize values to 0, an empty string, an empty list, etc

`int() → 0      defaultdict(lambda: 0)`      } has the same effect  
`defaultdict(int)`

`list() → []    defaultdict(lambda: [])`      } has the same effect  
`defaultdict(list)`

→ factory must simply be a **callable** that can take **zero arguments** and **returns** the desired **default value**

→ can even be a function that calls a database and returns some value

→ factory is invoked **every time** a default value is needed

→ function does **not** have to be **deterministic**

→ can return different values every time it is called

# Code