

01/23/17

what we learn?

- Lists - mutable objects
- How does Python work internally? – pointers
- Dictionaries
- How to use Dictionaries to simulate to switch statement?

Lists

- Lists is mutable version of a tuple.
 - $[e_0, e_1, e_2, \dots, e_n]$: list of n elements.
 - $[e]$: list of 1 element
 - $[]$: list of 0 elements
- we can do anything to a list that we can with a tuple.

For example, $t = ['a', 'b', 'c']$, $t[1] \Rightarrow 'b'$,
 $\text{len}(t) \Rightarrow 3$ 'a' in $t \Rightarrow \text{true}$, for E in t : print (E)

- Change a list (when $t = ['a', 'b', 'x']$)
 - $t[2] = 'x'$
 - $\text{print}(t) \# ['a', 'b', 'x']$
- Delete a list
 - $\text{Del } t[2]$
 - $\text{Print}(t) \# ['a', 'b']$

Another example $l = ['a', 'b', 'c', 'd']$ (0,1,2,3)

- $\text{del } l[1]$
- $\text{print}(l) \# ['a', 'c', 'd']$ (0,1,2)

How does Python work internally? – pointers

Python variables are actually pointers.

Pointer = memory address

- pointers are small.
- Assume that pointers are all the same size.
- Just moves pointers

$L = ['a', 'b', 'c']$

L looks like this:

Li st	stri ng	'a' (i ndex = 0)	Stri ng	'b' (in dex = 1)	stri ng	'c' (inde x=2)
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Pointer aliasing (; I've got two names): two different variables are pointing one list.

$M = L$

$M[1] = 'x'$

Print (L) # $['a', 'x', 'c']$

- Pointers never need to worry about this with immutable objects.

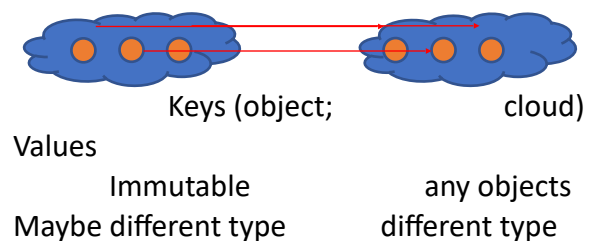
Empty list

$L = []$

Make a list and initialize the same list

- $K*[e] = [e, e, e, \dots, e(k)]$

Dictionary



$\{K_0:V_0, K_1:V_1, \dots, K_{n-1}:V_{n-1}\}$

$\{K:V\}$ 1 pair

$\{\}$ 0 pair

01/26/17

What do we learn?

- Dictionaries
 - How to use a dictionary to simulate and switch
- OOP in Python

Dictionaries?

- Let's say there is a language
D={'zilcho'=0,'two'=1,'duo'=2}
D['zilcho']=0
D['duo']=2