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st	ng	ndex = 0)	ng	dex = 1)	ng	x=2)

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.
 - [e0, e1, e2, ...en] : 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] => 'b', len(t)=>3 'a' in t => true , for E in t: print (E)

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

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

- del l[1]
- 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:

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.

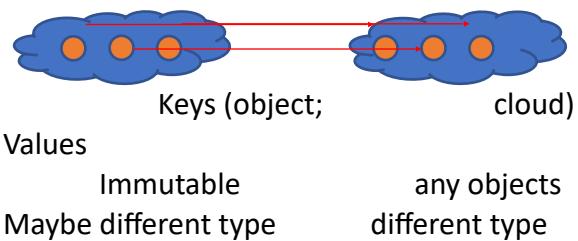
Empty list

L=[]

Make a list and initialize the same list

- K*[e]=[e,e,e,...e(k)]

Dictionary



{K0:V0,K1:V1,...,Kn-1:Vn-1}
{K:V} 1 pair
{} 0 pair

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What do we learn?

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

Dictionaries?

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