



Lecture 4 – Compound data types, Traversals

<https://cw.fel.cvut.cz/wiki/courses/be5b33prg/start>

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MEMORY



m p

2

```
x = 10
print(type(x))

y = x
if (id(x)==id(y)):
    print("x and y refer to the same object")

x = x + 1
if (id(x) != id(y)):
    print("x and y refer to DIFFERENT objects!")

z = 10
if (id(y)==id(z)):
    print("y and z point to the SAME memory!!")
else:
    print(" y and z point DIFFERENT objects!")
```

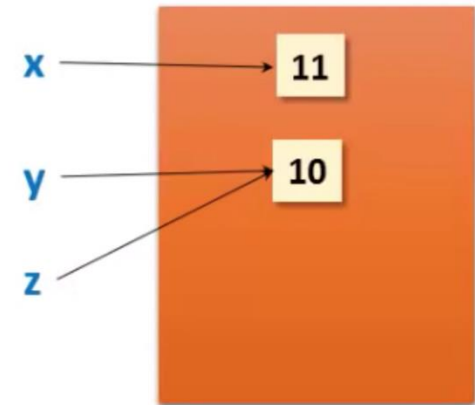
```
<class 'int'>
```

x and y refer to the same object

x and y refer to DIFFERENT objects!

y and z point to the SAME memory!!

Output Window



Everything is object in Python

source <https://www.youtube.com/watch?v=arxWaw-E8QQ&t=1s>



```
x = 10
print(type(x))

y = x
if (id(x)==id(y)):
    print("x and y refer to the same object")

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    print("x and y refer to DIFFERENT objects!")

z = 10
if (id(y)==id(z)):
    print("y and z point to the SAME memory!!")
else:
    print(" y and z point DIFFERENT objects!")

z = Car() #some user defined class
print(type(z))
```

```
<class 'int'>
```

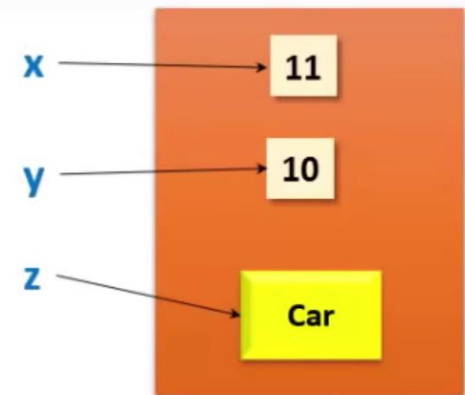
x and y refer to the same object

x and y refer to DIFFERENT objects!

y and z point to the SAME memory!!

```
<class '__main__.Car'>
```

Output Window



Everything is object in Python

Python is a dynamically typed language



MEMORY



m p

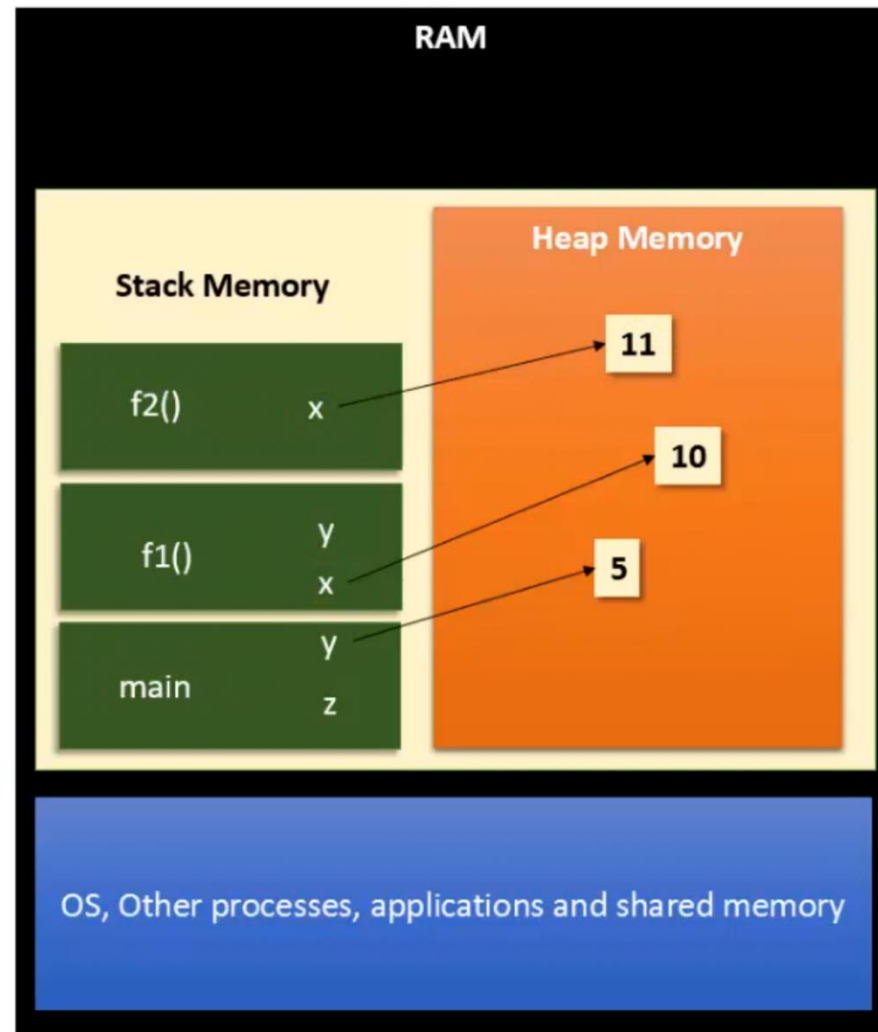
4

```
1  #!/usr/bin/env python
2
3
4  def f1(x):
5      x *= 2
6      y = f2(x)
7      return y
8
9
10 def f2(x):
11     x += 1
12     return x
13
14
15 if __name__ == '__main__':
16     y = 5
17     z = f1(y)
18     print(z)
19
```

```
4  def f1(x):
5      x *= 2
6      y = f2(x)
7      return y
8
9
10 def f2(x):
11     x += 1
12     return x
13
```

Shadows name 'y' from outer scope [less...](#) (⌘F1)

This inspection detects shadowing names defined in outer scopes.



source <https://www.youtube.com/watch?v=arxWaw-E8QQ&t=1s>



MORE ABOUT PYTHON



m p

5

	Python	JAVA / C
Statement	<code>x = 10</code>	<code>int x = 10;</code>
Data type declaration	Not needed. Dynamically typed.	Mandatory. Statically typed.
What is 10?	An Object created on heap memory.	A primitive data stored in 4 byte
What does x contain?	Reference to Object 10	Memory location where 10 is stored
<code>x = x + 1</code>	x starts referring to a new object whose value is 11	x continues to point to the same memory, with value equal to 11
<code>x = 10</code> <code>y = 10</code>	Both x and y will refer to the same object.	x and y are two variables pointing to different memory locations.

source <https://www.youtube.com/watch?v=arxWaw-E8QQ&t=1s>



- Everything in Python is **object**
- Python is **dynamically typed** language
(*type changes with reference*)
- The methods and variables are created on the **stack memory**
- The objects and instances are created on the **heap memory**
- New **stack frame** is created on invocation of a function / method and references are assigned & counted
- Stack frames are destroyed as soon as the function / method returns
- Mechanism to clean up the dead objects is **Garbage collector**
(*algorithm used is **Reference Counting** and immediate object removal if count == 0*)



```
1 def mysum(xs):
2     """ Sum all the numbers in the list xs, and return the total. """
3     running_total = 0
4     for x in xs:
5         running_total = running_total + x
6     return running_total
7
8 # Add tests like these to your test suite ...
9 test(mysum([1, 2, 3, 4]) == 10)
10 test(mysum([1.25, 2.5, 1.75]) == 5.5)
11 test(mysum([1, -2, 3]) == 2)
12 test(mysum([ ]) == 0)
13 test(mysum(range(11)) == 55) # 11 is not included in the list.
```

- Automate **repetitive tasks** without errors
- Repeated execution of a set of statements is called **iteration**
- Already explored **for**, now explore **while**
- Running through all items in a list is **traversing** / **traversal**



```
1  def sum_to(n):
2      """ Return the sum of 1+2+3 ... n """
3      ss = 0
4      v = 1
5      while v <= n:
6          ss = ss + v
7          v = v + 1
8      return ss
9
10 # For your test suite
11 test(sum_to(4) == 10)
12 test(sum_to(1000) == 500500)
```

- The **while** statement has same meaning as in English
- Evaluate the condition (*at line 5*) either **False** or **True**.
- If the value is **False**, exit the while statement and continue execution at the next statement (*line 8 in this case*)
- If the value is **True**, execute each of the statements in the body (*lines 6 and 7*), then go back to the **while** statement



```
1 def sum_to(n):
2     """ Return the sum of 1+2+3 ... n """
3     ss = 0
4     v = 1
5     while v <= n:
6         ss = ss + v
7         v = v + 1
8     return ss
9
10 # For your test suite
11 test(sum_to(4) == 10)
12 test(sum_to(1000) == 500500)
```

```
1 def sum_to(n):
2     """ Return the sum of 1+2+3 ... n """
3     ss = 0
4     for v in range(n+1):
5         ss = ss + v
6     return ss
```

- The while loop is **more work** than the equivalent for loop
- Need to **manage the loop variable**: give it an **initial** value, **test for completion**, update it in the body to enable **termination**
- Note: *range generates a list up to but excluding the last value*



- Use a **for** loop if you know how many times the loop will execute (**definite iteration** — we know ahead some definite bounds for what is needed)
- Use a **for** to loop over **iterables** (to be explored in later classes) usually in combination with **in**
- Use **while** loop if you are required to repeat computation until given condition is met, and you cannot calculate in advance when this will happen (**indefinite iteration** — we do not know how many iterations will be needed)



```
1 while True:
2     play_the_game_once()
3     response = input("Play again? (yes or no)")
4     if response != "yes":
5         break
6 print("Goodbye!")
```

```
1 for i in [12, 16, 17, 24, 29, 30]:
2     if i % 2 == 1:      # If the number is odd
3         continue      # Don't process it
4     print(i)
5 print("done")
```

```
12
16
24
30
done
```

- The **break** statement in Python terminates the current loop and resumes execution at the next statement
- The **continue** statement in Python returns the control to the beginning of the current loop
- The **continue** statement rejects all the remaining statements in the current iteration of the loop ...



```
1  import random                                # We cover random numbers in the
2  rng = random.Random()                        # modules chapter, so peek ahead.
3  number = rng.randrange(1, 1000) # Get random number between [1 and 1000).
4
5  guesses = 0
6  msg = ""
7
8  while True:
9      guess = int(input(msg + "\nGuess my number between 1 and 1000: "))
10     guesses += 1
11     if guess > number:
12         msg += str(guess) + " is too high.\n"
13     elif guess < number:
14         msg += str(guess) + " is too low.\n"
15     else:
16         break
17
```

- Guessing **game**
- This program makes use of the mathematical law of **trichotomy** (*given real numbers a and b , exactly one of these three must be true: $a > b$, $a < b$, or $a == b$*)



```
example_06.py x Run example_06
1  #!/usr/bin/env python
2
3
4  if __name__ == '__main__':
5      example = "Hello, world!"
6      print(example.upper())
7      print(example.lower())
8      print(example.swapcase())
9
```

/opt/local/bin/python3.6 "/Users/mi
HELLO, WORLD!
hello, world!
HELLO, WORLD!

Process finished with exit code 0

- So far built-in types like **int**, **float**, **bool**
- Compound data types:
strings, **lists**, **dictionaries**, and **tuples** are different from the others because they are made up of smaller pieces (*characters in case of a string, items in case of a list*)
- Types comprising smaller pieces are **compound data types**



```
1 celebs = [("Brad Pitt", 1963), ("Jack Nicholson", 1937),  
2          ("Justin Bieber", 1994)]
```

```
1 print(celebs)  
2 print(len(celebs))  
3  
[("Brad Pitt", 1963), ("Jack Nicholson", 1937), ("Justin Bieber", 1994)]  
3
```

```
1 for (nm, yr) in celebs:  
2     if yr < 1980:  
3         print(nm)
```

```
Brad Pitt  
Jack Nicholson
```

- Example of paired data: *lists of names* and *lists of numbers*
- Advanced way of representing data: making a pair of things is as simple as putting them into parentheses (i.e. **tuples**)



```
1 students = [  
2     ("John", ["CompSci", "Physics"]),  
3     ("Vusi", ["Maths", "CompSci", "Stats"]),  
4     ("Jess", ["CompSci", "Accounting", "Economics", "Management"]),  
5     ("Sarah", ["InfSys", "Accounting", "Economics", "CommLaw"]),  
6     ("Zuki", ["Sociology", "Economics", "Law", "Stats", "Music"])]
```

```
1 # Print all students with a count of their courses.  
2 for (name, subjects) in students:  
3     print(name, "takes", len(subjects), "courses")
```

John takes 2 courses
Vusi takes 3 courses
Jess takes 4 courses
Sarah takes 4 courses
Zuki takes 5 courses

```
1 # Count how many students are taking CompSci  
2 counter = 0  
3 for (name, subjects) in students:  
4     for s in subjects: # A nested loop!  
5         if s == "CompSci":  
6             counter += 1  
7  
8 print("The number of students taking CompSci is", counter)
```

The number of students taking CompSci is 3

- Data structure — a mechanism for **grouping** and **organizing** data to make it easier to use



```
>>> julia = ("Julia", "Roberts", 1967, "Duplicity", 2009, "Actress", "Atlanta, Georgia")
```

```
>>> julia[2]  
1967
```

```
>>> julia[0] = "X"  
TypeError: 'tuple' object does not support item assignment
```

- The pair data example is an example of a **tuple**
- Tuple groups any number of items into a **compound value**
- Tuple is a **comma-separated sequence of values**
- Other languages often call it **records**
(*some related information that belongs together*)
- Important: strings and tuples are **immutable** (*once Python creates a tuple in memory, it cannot be changed*)
- Elements of a tuple **cannot be modified**, **new tuple holding different information** should always be made instead!



```
(name, surname, b_year, movie, m_year, profession, b_place) = julia
```

```
>>> b = ("Bob", 19, "CS")    # tuple packing
```

```
>>> b = ("Bob", 19, "CS")
>>> (name, age, studies) = b    # tuple unpacking
>>> name
'Bob'
>>> age
```

```
>>> (a, b, c, d) = (1, 2, 3)
ValueError: need more than 3 values to unpack
```

- Powerful **tuple assignment** (remember variable swapping?)
- Equivalent of **multiple assignment statements**
- Requirement: the number of **variables on the left** must match the **number of elements** in the tuple
- Tuple assignment is called tuple **packing** / **unpacking**



```
1 def f(r):  
2     """ Return (circumference, area) of a circle of radius r """  
3     c = 2 * math.pi * r  
4     a = math.pi * r * r  
5     return (c, a)
```

- Use of tuples in functions as **return value**
- Function can *always only return a single value*, but by making that value a tuple, as many values can be **packed together** as is needed (*e.g. find the mean and the standard deviation*)
- Tuple items can themselves be other tuples (**nested tuples**)
- **Heterogeneous data structure**: can be composed of elements of different types (tuples, strings, lists)



```
1 #!/usr/bin/env python
2
3
4 if __name__ == '__main__':
5     example = "Hello, world!"
6     example.
7
8     format(self, args, kwargs) str
9     index(self, sub, __start, __end) str
10    join(self, iterable) str
11    replace(self, old, new, count) str
12    capitalize(self) str
13    center(self, width, fillchar) str
14    count(self, x, __start, __end) str
15    encode(self, encoding, errors) str
16    endswith(self, suffix, start, end) str
17    expandtabs(self, tabsize) str
18    find(self, sub, __start, __end) str
19    format_map(self, map) str
20    isalnum(self) str
21    isalpha(self) str
22    isdecimal(self) str
23    isdigit(self) str
24    isidentifier(self) str
25    islower(self) str
26    isnumeric(self) str
27    isprintable(self) str
28    isspace(self) str
29    istitle(self) str
30    isupper(self) str
31    ljust(self, width, fillchar) str
32    lower(self) str
33    lstrip(self, chars) str
34    maketrans(x, y, z) str
35    partition(self, sep) str
36    rfind(self, sub, __start, __end) str
37    rindex(self, sub, __start, __end) str
38    rjust(self, width, fillchar) str
39    rpartition(self, sep) str
40    rsplit(self, sep, maxsplit) str
41   rstrip(self, chars) str
42    split(self, sep, maxsplit) str
43    splitlines(self, keepends) str
44    startswith(self, prefix, start, end) str
45    strip(self, chars) str
46    swapcase(self) str
47    title(self) str
48    translate(self, table) str
49    upper(self) str
50    zfill(self, width) str
```

- Example: **upper** is a method that can be invoked on any string object to create a new string, where all the characters are in uppercase
- **lower, capitalize, swapcase** ...
- Use documentation & help!



```
>>> fruit = "banana"  
>>> m = fruit[1]  
>>> print(m)
```

```
>>> m = fruit[0]  
>>> print(m)  
b
```

- Python uses **square brackets** to enclose the index – **indexing operator []**
- The expression in brackets is called an **index**
- Example: *The expression `fruit[1]` selects character number 1 from `fruit`, and creates a new string containing just this one character*
- Computer scientists always start **counting from zero!**
- An index specifies a **member of an ordered collection** (*in this case the collection of characters in the string*)
- Index indicates *which one you want*, hence the name
- Index can be any **integer expression** (not only value)



```
>>> fruit = "banana"
>>> list(enumerate(fruit))
[(0, 'b'), (1, 'a'), (2, 'n'), (3, 'a'), (4, 'n'), (5, 'a')]
```

```
>>> prime_nums = [2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31]
>>> prime_nums[4]
11
>>> friends = ["Joe", "Zoe", "Brad", "Angelina", "Zuki", "Thandi", "Paris"]
>>> friends[3]
'Angelina'
```

- Use **enumerate** to visualize indices
- Note that indexing strings returns a string: Python has no special type for a single character (string of length = 1)
- Use **index** to extract elements from a list



```
>>> fruit = "banana"
>>> len(fruit)
6
```

```
1 sz = len(fruit)
2 last = fruit[sz]           # ERROR!
```

```
1 sz = len(fruit)
2 last = fruit[sz-1]
```

`IndexError: string index out of range.`

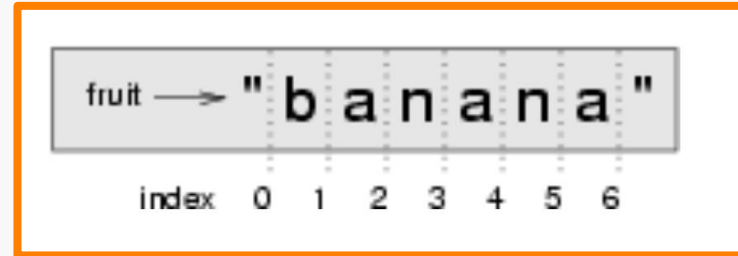
- Use **len** to extract the **number of elements** (indexing from 0!)
- Negative indices count backward from the end of the string
- *The expression `fruit[-1]` yields the last letter*
- Traversals: **while** vs. **for** comparison again!

```
1 ix = 0
2 while ix < len(fruit):
3     letter = fruit[ix]
4     print(letter)
5     ix += 1
```

```
1 for c in fruit:
2     print(c)
```



```
>>> s = "Pirates of the Caribbean"
>>> print(s[0:7])
Pirates
>>> print(s[11:14])
the
>>> print(s[15:24])
Caribbean
>>> friends = ["Joe", "Zoe", "Brad", "Angelina", "Zuki", "Thandi", "Paris"]
>>> print(friends[2:4])
['Brad', 'Angelina']
```



- A **substring** of a string is obtained by taking a **slice**
- Slice a list to refer to some **sublist** of the items in the list
- The operator **[n:m]** returns the part of the string from the n 'th character to the m 'th character, **including the first but excluding the last** (*indices pointing between the characters*)
- Slice operator [n:m] **copies** out the part of the paper between the **n** and **m** positions
- Result of **[n:m]** will be of **length (m-n)**



```
>>> fruit = "banana"
>>> fruit[:3]
'ban'
>>> fruit[3:]
'ana'
>>> fruit[3:999]
'ana'
```

- If you **omit the first index** (before the colon), the slice starts at the beginning of the string (or list)
- If you **omit the second index**, the slice extends to the end of the string (or list)
- If you provide value for n that is bigger than the length of the string (or list), the slice will take all the values up to the end
- No **“out of range” error** like the normal indexing operation



```
1 if word < "banana":
2     print("Your word, " + word + ", comes before banana.")
3 elif word > "banana":
4     print("Your word, " + word + ", comes after banana.")
5 else:
6     print("Yes, we have no bananas!")
```

```
1 greeting = "Hello, world!"
2 greeting[0] = 'J'           # ERROR!
3 print(greeting)
```

```
1 greeting = "Hello, world!"
2 new_greeting = "J" + greeting[1:]
3 print(new_greeting)
```

- Comparing strings: strings are **sorted** in the alphabetical order (except that all uppercase letters come before the lowercase)
- Strings are **immutable** (existing string cannot be changed, new one should be created instead)



```
>>> "p" in "apple"
True
>>> "i" in "apple"
False
>>> "ap" in "apple"
True
>>> "pa" in "apple"
False
```

```
1 def find(strng, ch):
2     """
3     Find and return the index of ch in strng.
4     Return -1 if ch does not occur in strng.
5     """
6     ix = 0
7     while ix < len(strng):
8         if strng[ix] == ch:
9             return ix
10        ix += 1
11    return -1
12
13 test(find("CompSci", "p") == 3)
14 test(find("CompSci", "C") == 0)
15 test(find("CompSci", "i") == 6)
16 test(find("CompSci", "x") == -1)
```

- The **in** / **not in** operator tests for **membership**
- Method **index** is the opposite of the indexing operator: it takes a character (item in case of a list) and finds the index of the character / item (*if not found then exception is raised*)
- Method **find** works for strings in a similar way (*if the character is not found, the function returns -1*)



```
>>> ss = "Well I never did said Alice"
>>> wds = ss.split()
>>> wds
['Well', 'I', 'never', 'did', 'said', 'Alice']
```

- The **split** method:
it splits a single multi-word string into a list of individual words, removing all the whitespace between them (whitespace are: tabs, newlines, spaces)
- Explore the **join** method on your own!

```
Python 3.6.9 (default, Sep  7 2019, 20:25:26)
In[2]: words = ['What', 'is', 'your', 'name', '?']
In[3]: sentence = ' '.join(words)
In[4]: print(sentence)
What is your name ?

In[5]:
```



```
1 s1 = "His name is {0}!".format("Arthur")
2 print(s1)
3
4 name = "Alice"
5 age = 10
6 s2 = "I am {1} and I am {0} years old.".format(age, name)
7 print(s2)
8
9 n1 = 4
10 n2 = 5
11 s3 = "2**10 = {0} and {1} * {2} = {3:f}".format(2**10, n1, n2, n1 * n2)
12 print(s3)
```

```
His name is Arthur!
I am Alice and I am 10 years old.
2**10 = 1024 and 4 * 5 = 20.000000
```

- The **format** method substitutes its arguments into the place holders (**numbers are indexes of the arguments**)
- Format specification — it is always introduced by the colon **:**
- Field is aligned to the **left** **<**, **center** **^**, or **right** **>**
- Width allocated to the field within the result string
- Type conversion
- Specification of **decimal places**
(**.2f** is useful for when rounding to two decimal places.)



```
1 >>> vocabulary = ["apple", "cheese", "dog"]
2 >>> numbers = [17, 123]
3 >>> an_empty_list = []
4 >>> print(vocabulary, numbers, an_empty_list)
5 ["apple", "cheese", "dog"] [17, 123] []
```

- A **list** is an **ordered collection of values**
- Values of a list are called its **elements** or **items**
- Similar to strings (**ordered collections of characters**) except that the elements of a list can be of **any type**
- **Lists and strings** — and other collections that maintain the order of their items — are called **sequences**
- **List within list** is said to be **nested**
- **List with no elements** is called an **empty** list, and is denoted **[]**



```
1 students = [  
2     ("John", ["CompSci", "Physics"]),  
3     ("Vusi", ["Maths", "CompSci", "Stats"]),  
4     ("Jess", ["CompSci", "Accounting", "Economics", "Management"]),  
5     ("Sarah", ["InfSys", "Accounting", "Economics", "CommLaw"]),  
6     ("Zuki", ["Sociology", "Economics", "Law", "Stats", "Music"])]  
7  
8 # Count how many students are taking CompSci  
9 counter = 0  
10 for (name, subjects) in students:  
11     if "CompSci" in subjects:  
12         counter += 1  
13  
14 print("The number of students taking CompSci is", counter)
```

```
>>> a = [1, 2, 3]  
>>> b = [4, 5, 6]  
>>> c = a + b  
>>> c  
[1, 2, 3, 4, 5, 6]
```

```
>>> [0] * 4  
[0, 0, 0, 0]  
>>> [1, 2, 3] * 3  
[1, 2, 3, 1, 2, 3, 1, 2, 3]
```

- Expression evaluating to an integer can be used as an index
- Function **len** returns **length of a list** (number of its elements)
- Testing membership using **in** / **not in**
- Operators **+** (**concatenation**) and ***** (**repetition**)



```
>>> a_list = ["a", "b", "c", "d", "e", "f"]
>>> a_list[1:3]
['b', 'c']
>>> a_list[:4]
['a', 'b', 'c', 'd']
>>> a_list[3:]
['d', 'e', 'f']
>>> a_list[:]
['a', 'b', 'c', 'd', 'e', 'f']
```

```
>>> a_list = ["a", "d", "f"]
>>> a_list[1:1] = ["b", "c"]
>>> a_list
['a', 'b', 'c', 'd', 'f']
>>> a_list[4:4] = ["e"]
>>> a_list
['a', 'b', 'c', 'd', 'e', 'f']
```

```
>>> a_list = ["a", "b", "c", "d", "e", "f"]
>>> a_list[1:3] = []
>>> a_list
['a', 'd', 'e', 'f']
```

```
>>> my_string = "TEST"
>>> my_string[2] = "X"
Traceback (most recent call last):
  File "<interactive input>", line 1, in <module>
TypeError: 'str' object does not support item assignment
```

```
>>> my_list = ["T", "E", "S", "T"]
>>> my_list[2] = "X"
>>> my_list
['T', 'E', 'X', 'T']
```

- Lists are **mutable** (we can change list elements)
- Use same **slicing principles** as for strings
- Use **del** to delete list elements



Strings

1
2

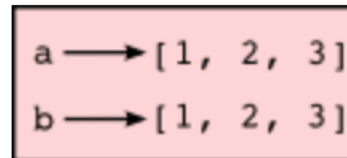
```
a = "banana"  
b = "banana"
```



```
>>> a is b  
True
```

Lists

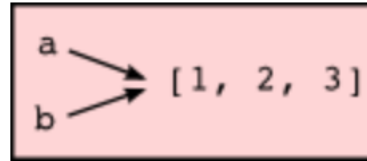
```
>>> a = [1, 2, 3]  
>>> b = [1, 2, 3]  
>>> a == b  
True  
>>> a is b  
False
```



- Variables **a** and **b** refer to string object with letters "banana"
- Use **is** operator or **id** function to find out the **reference**
- Strings are **immutable**
Python optimizes resources by making two names that refer to the same string value refer to the same object
- Not the case of lists: **a** and **b** have the same value (content) but do not refer to the same object

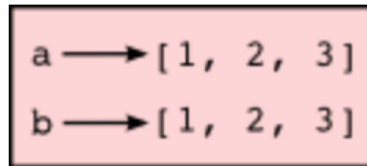


```
>>> a = [1, 2, 3]
>>> b = a
>>> a is b
True
```



```
>>> b[0] = 5
>>> a
[5, 2, 3]
```

```
>>> a = [1, 2, 3]
>>> b = a[:]
>>> b
[1, 2, 3]
```



```
>>> b[0] = 5
>>> a
[1, 2, 3]
```

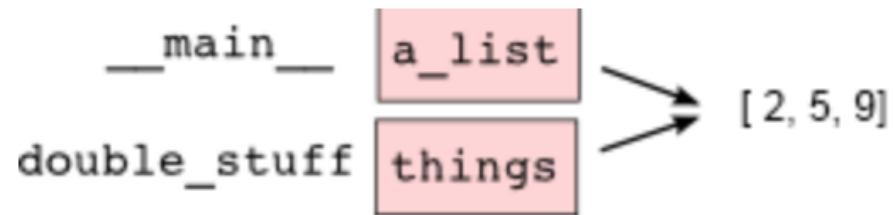
- If we assign one variable to another, both variables refer to the same object
- The **same list has two different names** we say that it is **aliased** (*changes made with one alias affect the other*)
- Recommendation:
Avoid aliasing when you are working with mutable objects!
- If need to modify a list and keep a copy of the original use the **slice operator** (*taking any slice of creates a new list*)



```
1 def double_stuff(a_list):  
2     """ Overwrite each element in a_list with double its value. """  
3     for (idx, val) in enumerate(a_list):  
4         a_list[idx] = 2 * val
```

```
1 things = [2, 5, 9]  
2 double_stuff(things)  
3 print(things)
```

```
[4, 10, 18]
```



- Passing a **list as an argument** passes a **reference** to the list, **not a copy or clone** of the list!
- So parameter passing creates an **alias**!



LIST METHODS



m p

35

```
>>> mylist = []
>>> mylist.append(5)
>>> mylist.append(27)
>>> mylist.append(3)
>>> mylist.append(12)
>>> mylist
[5, 27, 3, 12]
```

```
>>> mylist.insert(1, 12)  # Insert 12 at pos 1, shift other items up
>>> mylist
[5, 12, 27, 3, 12]
>>> mylist.count(12)      # How many times is 12 in mylist?
2
>>> mylist.extend([5, 9, 5, 11])  # Put whole list onto end of mylist
>>> mylist
[5, 12, 27, 3, 12, 5, 9, 5, 11]
>>> mylist.index(9)       # Find index of first 9 in mylist
6
>>> mylist.reverse()
>>> mylist
[11, 5, 9, 5, 12, 3, 27, 12, 5]
>>> mylist.sort()
>>> mylist
[3, 5, 5, 5, 9, 11, 12, 12, 27]
>>> mylist.remove(12)     # Remove the first 12 in the list
>>> mylist
[3, 5, 5, 5, 9, 11, 12, 27]
```

Explore list methods on your own!

Source by Tomas Svoboda PRG 2016/2017



```
1 def double_stuff(a_list):
2     """ Return a new list which contains
3         doubles of the elements in a_list.
4     """
5     new_list = []
6     for value in a_list:
7         new_elem = 2 * value
8         new_list.append(new_elem)
9
10    return new_list
```

```
1 def double_stuff(a_list):
2     """ Overwrite each element in a_list with double its value. """
3     for (idx, val) in enumerate(a_list):
4         a_list[idx] = 2 * val
```

- Concept: **pure functions** vs. **modifiers**
- Pure function does not produce **side effects**!
- Pure function communicates with the calling program **only through parameters** (it does not modify) and a **return value**
- *Do not alter the input parameters unless really necessary*
- Programs that use pure functions are **faster to develop** and **less error-prone** than programs that use modifiers



This lecture re-uses selected parts of the OPEN BOOK PROJECT
Learning with Python 3 (RLE)

<http://openbookproject.net/thinkcs/python/english3e/index.html>
available under [GNU Free Documentation License Version 1.3](#))

- Version date: October 2012
- by Peter Wentworth, Jeffrey Elkner, Allen B. Downey, and Chris Meyers (based on 2nd edition by Jeffrey Elkner, Allen B. Downey, and Chris Meyers)
- Source repository is at <https://code.launchpad.net/~thinkcs-py-rle-team/thinkcs-py/thinkcs-py3-rle>
- For offline use, download a zip file of the html or a pdf version from <http://www.ict.ru.ac.za/Resources/cspw/thinkcs-py3/>