

# TEST CSE101 #1

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## WEEK 1:

**Ints** : (-1, 0, 1, 2, ...)

**Floats** : (3.14, 2.773e-10) → **only approximations to real numbers - be careful when comparing**

**Operations** : +, -, \*, /, // (floor division, euclidean division quotient), % (modulus) , \*\* (exponential)

**Keywords** → reserved words (33) - you can not use them as names

- Special keywords : False, None, True

**COMPARISON** : returns True or False

- `x == y` (equality) => used to compare two elements
- `X = y` (to assign something to a variable)
- `x != y` (inequality)
- `x > y` and `x < y` (strict inequality)
- `x <= y` and `x >= y` (inequality or equality)

If there is no return function in code, then None will be returned by default → every function must return something even if it is None

IF: we can combine more than one condition using OR, AND, NOT

## WEEK 2:

**For loops**: i starts at 0 so final value is your stop value-1

Boolean values - True and False

- Compare string to string and int to int...

**Lists**:

- Square brackets []
- Sequential data
- We can put anything we want in a list - mixing elements - can put None, True, False
- Index of a list starts at 0
- Use negative indices to start from the end of the list
- Can add lists: `big_list = list1 + list2 + ...`
- `len(list)` = length of the list (number of indices)
- Add an element to the list: use `append`: `list.append(element)`  
If you append a string use `''`: `list.append('element')`  
If you append an number don't use `''`: `list.append(number)`  
=> add the element at the end of the list
- Add an element at a precise index: use `insert`:  
`list.insert(index, element)`
- Check if an element is in the list: `element in/not in list`

If in the list (otherwise error):

- Find the index of its first occurrence: `list.index(element)`
  - Remove the element: `list.remove(element)`
  - Replace elements: `list[index] = new element`
- Using for loops: iterate over the list: `for i in list:`
  - Empty list: `list = []`
  - Can define use a for loop in a list: `list2= [f(x) for x in bla]`
  - `min(list)` = minimum value of the list
  - Idem for maximum: `max(list)`

### Tuples:

- Used to pack multiple values into a single object
- Immutable - once created you can't replace the values - can't add, remove, lengthen or shorten

*But you can do it for if an element of the tuple is a list:*

Ex: `t = ('letters', ['a', 'b'])`

`t[1] = ['a', 'b']`

`t[1].append('c')`

`t[1] = ['a', 'b', 'c']`

`t = ('letters', ['a', 'b', 'c'])`

- Ex:
  - `date = (13, 'February', 1982)`  
`day = date[0]`  
`month = date[1]`  
`year = date[2]`
  - Easier: `(day, month, year) = date`
- empty tuple is given by empty parentheses → `a = ()`
- Index starts at 0

## WEEK 3:

### STRINGS

- A lot of operators and methods work for strings and lists but can't modify a string
- `'x' in 'Excellent'` → returns true
- `string[index] == letter or symbol`
- `.index()`
- `len()`
- `sentence.split()` → splits by space (separate each word)
- `sentence.split(';')` → splits by what it in parenthese
- Can't do `string[2]` for a string
- `separator.join(list_of_strings)`  
*whatwillsepareeeachelementofthelist.join(list)*

```
- words = ['get', 'on', 'up']
  phrase = ' '.join(words)
  phrase == 'get on up'
```

### SLICING:

- To extract a part of list/string:
- list[start:end]  
string[start:end]  
By default start is 0 stop is the end of the list/string  
[:6] => starts from the beginning to index 6 (not included)  
[3:] => starts at index 3 goes to the end (included)  
WARNING: the ending index is not included
- Can add stripping: `name[start_from:stop_before:stepping]`  
Ex: `x[1:4:1] == ['b', 'c', 'd']`

### FILE OPERATIONS:

- Open a file if you want to :
  - read it: `with open('input-filename','r') as infile:`  
Then use: `s = infile.read()` to read whatever you want in it and assign what you read to `s` (to use it afterwards)
  - It's 'r' by default (if you omit the 'r'):  
`with open('sample.txt') as infile: #will read the file`
  - Write in it: `with open('output-filename','w') as outfile:`  
Then use `outfile.write(something)` to write in the file  
 '\n' => new line  
 '\t' => tabulation  
 ' ' => white space
- For loops in read: `for line in sample:` do smthng with line
- If you want to do more than one loop with a file you have to re open the file for each loop

## WEEK 4:

**Dictionaries** : collections of key → value pairs  
They **map** keys to values.

Keys	Values
Unique hashable(typically immutable) Ex:strings, numbers, tuples	Can be repeated

```
{key_1 : val_1, ..., key_n : val_n}
```

Empty dictionary → {}

Testing membership : `in`

- In [1]: d = {'Jan':1, 'Feb':2, 'Mar':3, 'Apr':4}
- In [2]: 'Jan' in d
- Out[2]: True
- In [3]: 'May' in d
- Out[3]: False

To remove a (key: value) pair : `del` ex: `del phone_book['Alessandro']`

To add pairs: dictionary['key']=value

Modify a value: reinsert the value: dic[key] = new value

To iterate over :

- the keys of a dictionary d : `for k in d.keys():`
- the values : `for v in d.values():`
- Key:value pairs as tuples : `for (u,v) in d.items():`

Create dictionaries name = {w[0]:w for w in words}

- words = ['Alpha', 'Bravo', 'Charlie', 'Delta', 'Echo']
- nato = { w[0]: w for w in words }
- nato['A'] == 'Alpha' # True
- nato['C'] == 'Charlie' # True

Concatenate : `+`

`len(dictionary)`

## **ERRORS:**

- Syntax error → the program is not well-formed - piece of text does not represent part of a legal python program
- KeyError: writing everything you have in a dictionary in a text but you forget what's in the text which is not in the dictionary
- Runtime error → non-existent index
  - ValueError
  - AttributeError: runtime error associated with a bad attempt to use some attribute of an object. Ex: using a function on a list

## **CODE - FUNCTIONS:**

```
def function_name(arg1, ..., argM)
```

```
int(x)
```

```
float(x)
```

```
str(x)
```

```
print(x) → x has to be a string
```

```

input(prompt)
- In [1]: who = input('Please enter your name: ')
  Please enter your name:
  Python is now listening for keyboard input (until you hit
  'Enter')
pass - let a function do nothing (maybe temporarily)
if condition :
else :
elif condition :
while condition :
Continue : skip the rest of the loop iteration and go to the next one
and, or, and not
for i in range(stop):
- Warning: always starts from  $i = 0$ ; does not include  $i = stop$ .
for i in range(start, stop, stepping):
- Warning: loop includes  $i = start$ , but not  $i \geq stop$ 

```

### **LIST:**

```

list[x] - x can be any number (negative start from end and 0 +
positive from beginning) - if number doesn't exist → runtime error
len(list)
list = ['', '', '']
list.append(element)
list.insert(index,element)
in, not in (element in list)
list.index(element) → first occurrence of element
list.remove(element) → removes first occurrence
continue - skip rest of iteration in loop → onto the next iteration
divmod
- quotient, remainder = divmod(1234567, 121) # Now quotient ==
  1234567 // 121 # And remainder == 1234567 % 121

```

### **FILES:**

```

with open(file_name,'mode') as file:
- Mode: 'w', 'r', 'a' (write, read, append)
outfile.write(something) → write to file
s = infile.read() → read from file
for line in file:
  c = len(line)
.strip() → remove unwanted white space (' ', '\n', '\t') at the
  beginning and end of str
.strip('!?') or strip('<') remove !? or <
.strip(str) → remove other leading and trailing characters

```

string[0] → gives first letter of string (acts the same way as list)

### **SLICING:**

val\_name[start\_from:stop\_before] → for list and str

- Negative numbers work. Start from end. -1 is the last value

name[start\_from:stop\_before:stepping]

s.format() → '{}{}:{}'.format(p,d,q,l) *it's a string*

### **DICTIONARY:**

del dictionary['Alessandro']

- 'Alessandro' in dictionary # False

Item → (key:values) d-> dictionary

for k in d.keys():

for v in d.values():

for (u,v) in d.items():

## TEST 2

### CLASSES:

- class names start with CAPITAL letter: class **Thingo**:
- create new objects we call their class name like a function: **x = Thingo()**
- *type(object)* -> gives the object class
- To call attributes of obj: **object.attribute\_in\_question**
- To call an object's method: **object.method(attributes\_needed)**
- **def \_\_init\_\_(self, attributes):** define how to initialize these objects
- **def method(self, variables):**
- your class's **\_\_str\_\_** method tells the builtin function str how to compute string representations of the objects in that class. Use **str(object)** NOT *object.\_\_str\_\_()*
- **repr(x)** is meant to produce a "canonical" or "official" string representation of an object x. Typically we use **repr(x)** to produce something useful for debugging.

**repr(x)** => debugging, programmers (equivalent to x, to the object)

**str(x)** => user

```
In [1]: b = Birthday('James',23,5,1993)
```

```
In [2]: str(b)
```

```
Out[2]: 'James: born May 23 (1993)'
```

```
In [3]: print(b) # equivalent to print(str(b))
```

```
James: born May 23 (1993)
```

```
In [4]: repr(b)
```

```
Out[4]: 'Birthday(James,23,5,1993)'
```

- **\_\_eq\_\_** method tells Python how to test if two objects are semantically equal:  
**def \_\_eq\_\_(self, variable):**

### COLLECTIONS:

Collections are objects that aggregate other objects: **lists**, **dictionaries**, **sets**

### HASH:

A hash function maps objects to integer **hash values**.

In DICTS:

- **hash**: maps key objects to integer hash-values, which are then used to index entries in the array. **hash(key)** gives us a shortcut to the cell where **(key,value)** should be.

→ To use it we also need an **\_\_eq\_\_** method

To define `__hash__` method:

- Use **data attributes that don't change over time**
- DON'T use class attributes nor attributes that might evolve
- Hash link the object to an integer which is the position of its key in the array (dictionary)
- TO HASH: the simplest way is to define the hash as a simple linear combination of the `hash(a)` for each fixed data attribute `a` in the object

## SETS:

- **unordered** collections, without repetition of elements.
- create them using curly brackets: `{a,b,...}`. Or create empty set: `set()`
- can also construct sets directly from iterable objects: `q = set(range(10))`
- You can think of a set as being a like dict with:  
Set elements corresponding to dict keys, and  
No values
- Delete one element: `set.discard(element)`
- `set.add(element)`
- `set.clear()` delete all its elements

## CODE FUNCTIONS:

Files:

- `name_of_file.readlines()` -> gives a list of all the lines in file

`.strip()` -> strips everything: `'\n'` `'\t'`

## MORE COMPACT METHODS:

List = [ name for name in file]

`range(int)` or `range(int1,int2)`

`list.pop()` : delete and return last element of the list

`list.pop(i)`: idem but object at index `i`

`random.shuffle(list)`

'The winners are ' + ' and '.join(win for win in winners)