Introduction to Python Dictionaries

Python dictionaries are a collection of key-value pairs. Each key is unique and maps to a value. Dictionaries are unordered, mutable, and dynamic, making them highly versatile for various applications.

Creating Dictionaries

1. Empty Dictionary

$$my_dict = \{\}$$

2. Dictionary with Initial Values

3. Using the `dict()` Constructor

$$my_dict = dict(a=1, b=2, c=3)$$

4. Dictionary Comprehension

squares =
$$\{x: x^{**}2 \text{ for } x \text{ in range}(1, 6)\} \# \{1: 1, 2: 4, 3: 9, 4: 16, 5: 25\}$$

Dictionary Functions and Methods

1. Adding Items

2. Removing Items

```
3. Accessing Values
value = my_dict['b'] # 2
```

4. Using `get()` Method

```
value = my_dict.get('b') # 2
```

5. Checking for Keys

```
if 'b' in my_dict:
    print("Key 'b' is present")
```

6. Iterating Over Dictionary

```
for key in my_dict:
    print(key, my_dict[key])
```

7. Dictionary Methods

```
keys = my_dict.keys() # dict_keys(['b', 'c', 'd'])
values = my_dict.values() # dict_values([2, 3, 4])
items = my_dict.items() # dict_items([('b', 2), ('c', 3), ('d', 4)])
my_dict.clear() # {}
```

Uniqueness of Python Dictionaries

- Unordered: Items do not have a defined order.
- Mutable: You can change the content of a dictionary after it has been created.

- Unique Keys: Each key is unique within a dictionary.
- Dynamic Size: Dictionaries can grow and shrink as needed.

Key Concepts in Detail

Creating a Dictionary

Dictionaries can be created using curly braces `{}` or the `dict()` constructor. Keys must be unique and immutable, such as strings, numbers, or tuples.

Example:

my_dict = {'name': 'Alice', 'age': 25, 'city': 'New York'}

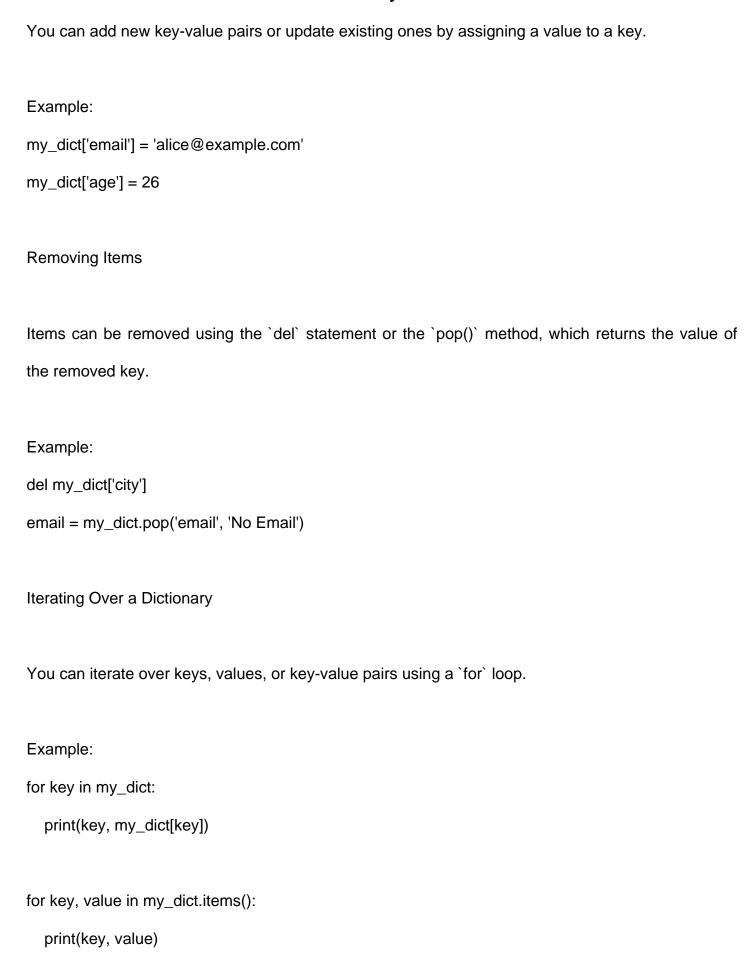
Accessing Values

Values can be accessed using the key. If the key does not exist, a `KeyError` is raised. The `get()` method is safer as it returns `None` or a default value if the key is not found.

Example:

```
name = my_dict['name'] # 'Alice'
age = my_dict.get('age') # 25
country = my_dict.get('country', 'Unknown') # 'Unknown'
```

Adding and Modifying Items





Dictionary comprehensions provide a concise way to create dictionaries from iterables.

Example:

```
squares = \{x: x^{**}2 \text{ for } x \text{ in range}(6)\}
```

Memory Management

Understanding memory management is crucial when working with large dictionaries. Dictionaries are implemented as hash tables, providing average O(1) time complexity for lookups, insertions, and deletions.

Example:

import sys

```
my dict = \{'a': 1, 'b': 2, 'c': 3\}
```

print(sys.getsizeof(my_dict)) # Returns the memory size of the dictionary

Copying a dictionary

my_dict_copy = my_dict.copy() # Creates a new dictionary with the same key-value pairs
print(sys.getsizeof(my_dict_copy)) # Same memory size as the original dictionary

Comprehensive Example Incorporating All Concepts

```
# Creating a dictionary with initial values
my_dict = {'name': 'Alice', 'age': 25, 'city': 'New York'}
# Accessing values
name = my_dict['name'] # 'Alice'
age = my_dict.get('age') # 25
# Adding and modifying items
my_dict['email'] = 'alice@example.com'
my_dict['age'] = 26
# Removing items
del my_dict['city']
email = my_dict.pop('email', 'No Email')
# Iterating over a dictionary
for key in my_dict:
  print(key, my_dict[key])
for key, value in my_dict.items():
  print(key, value)
# Dictionary comprehension
squares = \{x: x^{**}2 \text{ for } x \text{ in range}(6)\}
```

```
# Memory management
import sys
print("Original dictionary memory size:", sys.getsizeof(my_dict))
print("Squares dictionary memory size:", sys.getsizeof(squares))
```

```
Examples of Dictionary Operations
Example 1: Grouping Anagrams (LeetCode Style)
def group_anagrams(words):
  anagrams = {}
  for word in words:
     sorted_word = ".join(sorted(word))
     if sorted_word not in anagrams:
       anagrams[sorted_word] = [word]
     else:
       anagrams[sorted_word].append(word)
  return list(anagrams.values())
# Test
print(group_anagrams(['eat', 'tea', 'tan', 'ate', 'nat', 'bat']))
# Output: [['eat', 'tea', 'ate'], ['tan', 'nat'], ['bat']]
```

Example 2: Top K Frequent Elements (LeetCode Style) from collections import Counter

```
def top_k_frequent(nums, k):
    count = Counter(nums)
    return [item for item, _ in count.most_common(k)]

# Test
print(top_k_frequent([1, 1, 1, 2, 2, 3], 2))
# Output: [1, 2]
```