

Programming Foundations in Python

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Lecture 5





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List, Tuple, and Dictionary Data Types

Lecture 5

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RECAP: LECTURE 4

- String data type.
- String features.
- String functions.

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LECTURE MAIN POINTS

- The need for new data types.
- The use of list, tuple and dictionary.
- The methods in each of these new data types.

NEW PYTHON DATA TYPES

- A **list** allows the programmer to manipulate a **dynamic** sequence of data values of any types.
- A **tuple** is a special case of lists which allows the programmer to manipulate a **fixed** sequence of data values of any types.
- A **dictionary** organizes **dynamic** data values by association with other data values rather than by sequential position.

LIST DATA TYPE/STRUCTURE

- **List** : Sequence of data values (items or elements).
- Some examples:
 - Shopping list for the grocery store.
 - To-do list.
 - Guest list for a wedding.
 - Text document, which is a list of lines.

LIST FEATURES

- A list literal consists of a comma-separated list of items, enclosed in a pair of square brackets [].
- Each item in a list has a **unique index** that specifies its position.
 - Zero-based indexing: from 0 to length – 1
- Lists are mutable, means it can be changed after they are created.
- List item values can be duplicated and any data types.

CREATING LISTS

- Empty list

`L1 = [ ]`

`L2 = list()`

- Same data type.

`L3 = [1, 2, 3]`

- Different data types.

`L4 = [1, True, "ESU"]`

`L5 = list( [1, True, "ESU"] )`

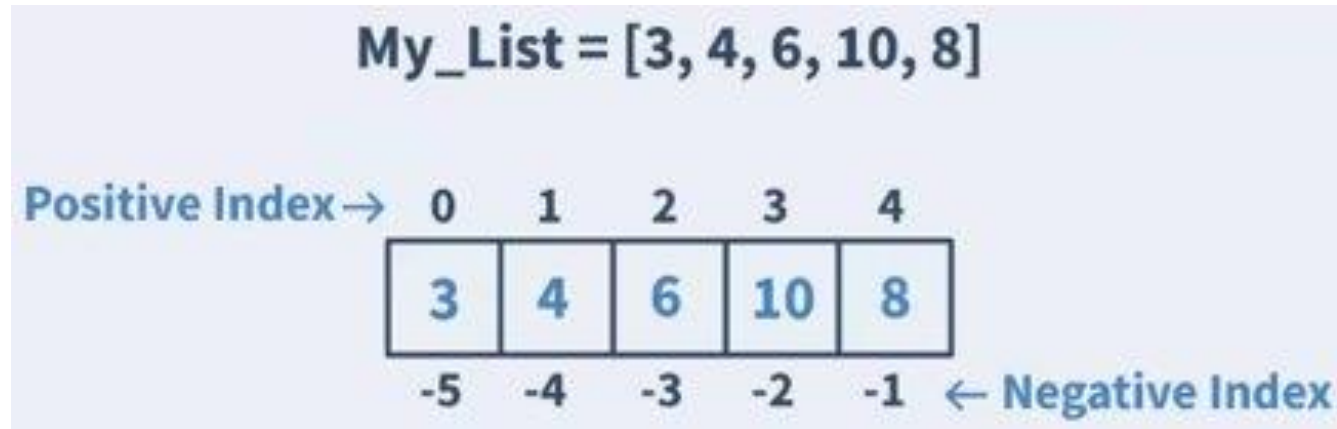
`L6 = list( "ESU" )` #What about this?

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ACCESSING LIST ITEMS

- Using the index operator/subscript operator [].
- The subscript operator is used to reference the element in the list.



ACCESSING LIST ITEMS

Cont'd

- Access items example:

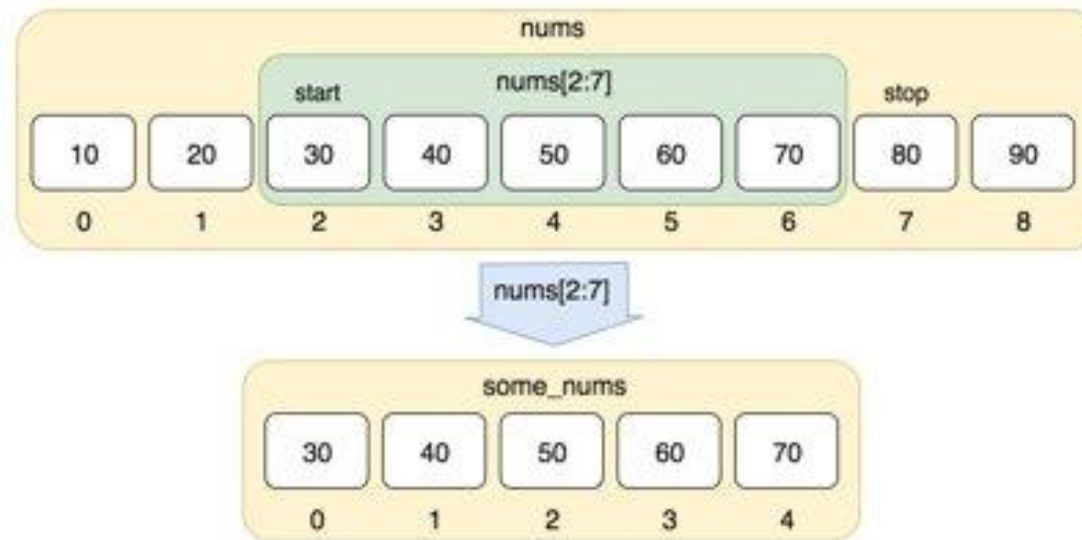
```
Numbers = [1, 2, 3, 4, 5]
print( Numbers[5] )
print( Numbers[-1] )
print( Numbers[10] )
Numbers[2] = 15
print( Numbers[2] )
Numbers[ 0 : 2 ] = [ 6, 7 ]
print( Numbers )
```

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LIST SLICING

- Using the index operator/subscript operator `[]`.
 - Using this form `[ start : stop ]`



LIST SLICING

Cont'd

- Using this form [start : stop].
- The slicing generate a new list.

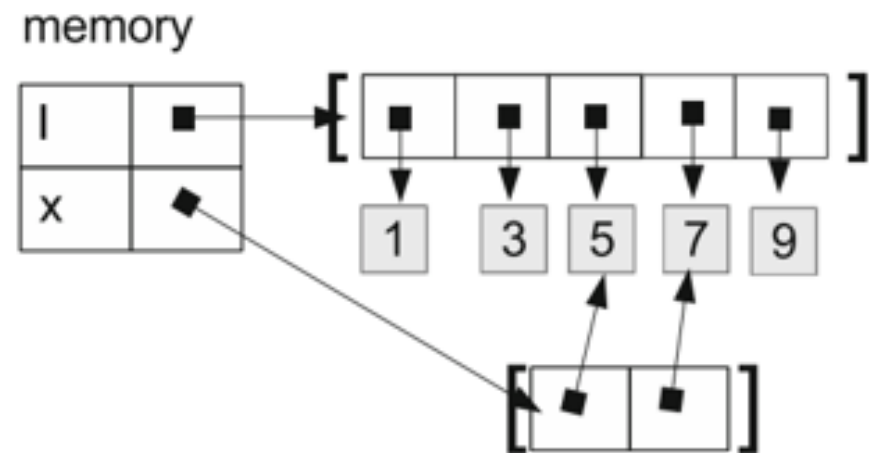
```
L1 = [1, 2, 3, 4, 5, 6, 7, 8, 9]
```

```
print( L1[ 3 :    ] )
```

```
print( L1[    : 5 ] )
```

```
print( L1[ 2 : 5 ] )
```

```
l = [1, 3, 5, 7, 9]
x = l[2:4]
```



LIST SLICING

Cont'd

- Using this form [start : stop : step]
 - If Step is **positive**:
 - Step – 1: the number of elements to skip
 - Start < Stop
 - Stop – 1: the stop index
 - If Step is **negative**:
 - Step + 1: the number of elements to skip
 - Start > Stop
 - Stop +1: the stop index

LIST SLICING

Cont'd

- Using this form [start : stop : step]
 - If Step is **positive**:
 - Step – 1 Start < Stop Stop – 1
- ```
L1 = [1, 2, 3, 4, 5, 6, 7, 8, 9]
print(L1[: : 1]) # all list
print(L1[: : 2]) # escape an element
print(L1[1 : 5 : 2])
```

## LIST SLICING

Cont'd

- Using this form [ start : stop : step]
    - If Step is **negative**:
      - Step + 1      Start > Stop      Stop +1
- ```
L1 = [1, 2, 3, 4, 5, 6, 7, 8, 9]
print( L1[   :   : -1 ] )  # all list but reversed
print( L1[   :   : -2 ] )
print( L1[ -1 : -5 : -2 ] )
```

LIST OPERATORS

- The list type supports operations including `+`, `*`, `in`, and `not in`.

```
L1 = [1, 2, 3, 4]
```

```
L2 = L1 + [5, 6]
```

```
print( L2 )
```

```
L2 = L1 * 2
```

```
print( L2 )
```

```
print( 1 in L1 )
```

```
print( 1 not in L1 )
```

LIST FUNCTIONS

- **len(list):** to get the list length.
`L1 = [1, 2, 3, 4, 5]`
`print( len( L1 ) )`
- **min(list):** to get the minimum value in a list.
`print( min( L1 ) )`
- **max(list):** to get the maximum value in a list.
`print( max( L1 ) )`

LIST FUNCTIONS

Cont'd

- **sum(list):** to get the summation of the list elements.
`print( sum( L1 ) )`
- **append(element):** to add the element to the end of a list.
`L1.append(6)`
- **extend(list):** to add the elements of list L2 to the end of list L1.
`L2 = [6, 7, 8]`
`L1.extend( L2 )`
- **copy():** to make a copy of a list.
`L2 = L1.copy()`

LIST FUNCTIONS

Cont'd

- **insert(index, element):** to insert element at specified index.
`L1 = [1, 2, 3, 4, 5]`
`L1.insert( 6, 2 )`
- **pop(index):** to remove and returns the element at index from list L.
`L1.pop(3)`
- **count(element):** to count the number of occurrence of element.
`X = L1.count(3)`
- **clear():** to remove all elements in a list.
`L1.clear()`

LIST FUNCTIONS

Cont'd

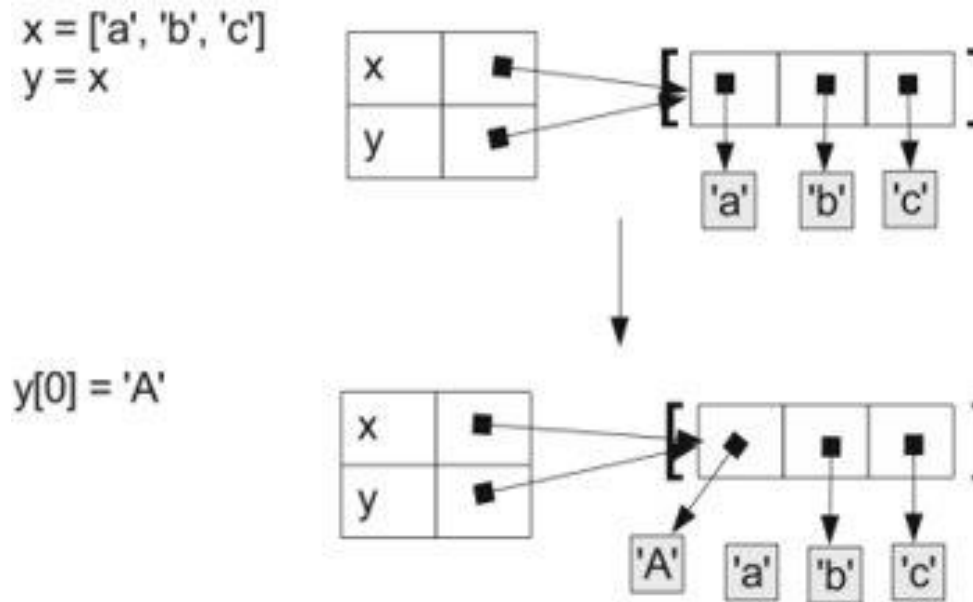
- **index(element):** to get the index of an element.
`L1 = [1, 2, 3, 4, 5]`
`L1.index( 2 )`
- **remove(element):** to remove the first occurrence of the element.
`L1.remove(3)`
- **reverse():** to reverse the list elements.
`L1.reverse()`
- **sort():** to sort the list elements in ascending order.
`L1.sort()` `L1.sort(reverse = True)`

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LIST EQUALITY

- Mutable property of lists. If two aliases refer to the same list object, any modification made by any alias, the other can refer to this object.



LIST EQUALITY

Cont'd

- Prevent aliasing side effects:

```
L1 = [5, 6, 2, 7, 1, 9]
```

```
L2 = []
```

```
for x in L1:
```

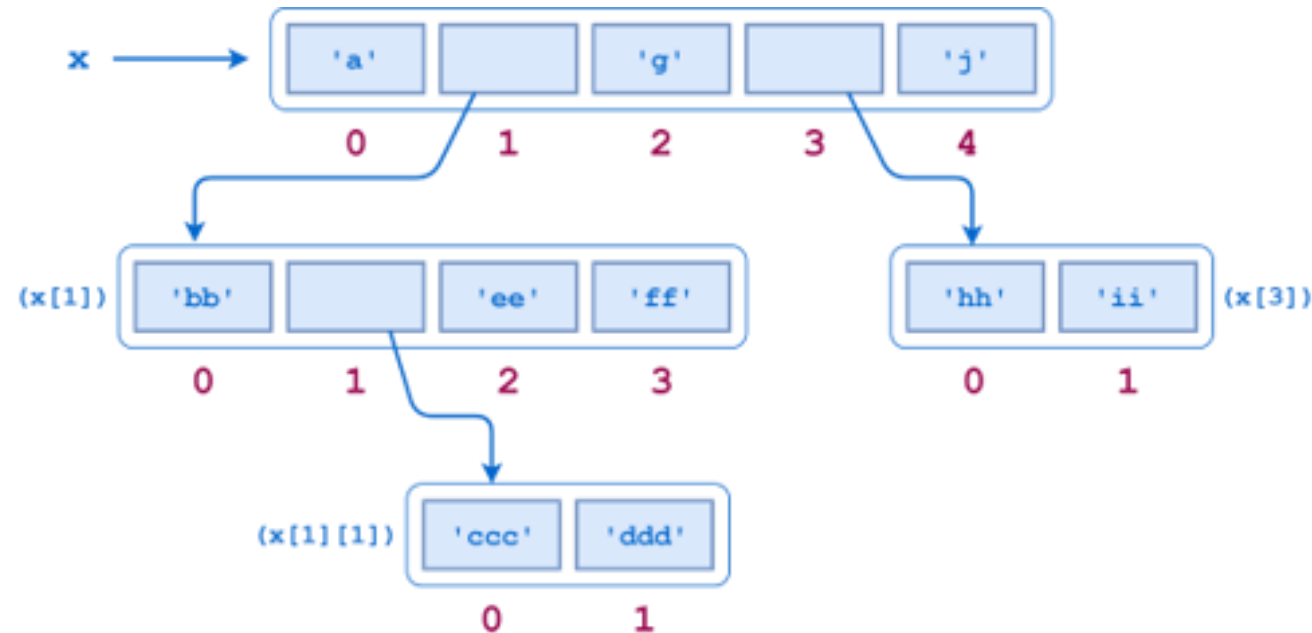
```
    L2.append(x)
```

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COMPLEX LIST

- An element in a list can be any sort of object, therefore a list can contain sublists.



COMPLEX LIST

Cont'd

- An element in a list can be any sort of object, therefore a list can contain sublists.

```
L1 = [ 1, 2, 3, 4, 5, [12, 13, 23] ]
```

```
print(L1[ 0 ])
```

```
print(L1[ 5 ][ 1 ])
```

TUPLE DATA TYPE/STRUCTURE

- A **tuple** resembles a list but is **immutable**.
- Program execution is **faster** when manipulating a tuple than it is for the equivalent list.
- Sometimes you **don't want data to be modified**. If the values in the collection are meant to remain constant for the life of the program, using a tuple instead of a list guards against accidental modification.

TUPLE DATA TYPE/STRUCTURE

Cont'd

- Tuple Immutable means, we can not add, delete, replace, reorder elements.

```
T0 = (2)
```

```
T1 = (2,)
```

```
print(type(T0), type(T1))
```

```
T2 = (11, 22, 33)
```

```
T3 = tuple([1, 2, 3, 4])
```

```
T4 = tuple("abc")
```

```
T2[0] = 44 #error 'tuple' object does not support item assignment
```

TUPLE OPERATORS AND FUNCTIONS

- Most of the operators and functions used with lists can be used in a similar fashion with tuples, except the functions that make any change.

```
T1 = (11, 22, 33)
```

```
print(T1)
```

```
print(T1[0])
```

```
print(T1[0:2])
```

```
print(min(T1))
```

```
print(55 in T1)
```

```
T1.append(44) #AttributeError: 'tuple' object has no attribute 'append'
```

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PACKING AND UNPACKING TUPLE OPERATIONS

- In packing, we place value into a new tuple while in unpacking we extract those values back into variables.

```
T1 = ('Everyone', 'Smart', 'University')    #pack
(s1, s2, s3) = T1    #unpack
print(s1)    #Everyone
(s1, s2, s3, s4) = T3    # error too many values to unpack
(s1, *others) = T1
print(others)    # will give ['Smart', 'University'] as an item
```

DICTIONARY DATA TYPE/STRUCTURE

- A **dictionary** organizes elements between curly braces { }.
- Data structures organized by association are also called **tables** or **association lists**.
- In Python, a dictionary associates a set of **keys** with **data values**.
 - Keys must be immutable type (i.e., number, string, tuple)
 - Keys are unique.
 - Values can be of any type.

DICTIONARY DATA TYPE/STRUCTURE

Cont'd

- A dictionary creation/declaration.

```
dict0 = {}
```

```
dict1 = dict() #empty dictionaries
```

```
dict2 = { 1 : 123 , "a" : 456 , 2 : True }
```

```
dict3 = dict( [ (1 , 123), ("a" , 456), (2 , True) ] )
```

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ACCESSING DICTIONARY ELEMENTS

- Using the index operator/subscript operator `[]` with element associated key.

```
friends = { 'Mohamed': 30, 'Ahmed': 25, 'Ali': 40 }  
print(friends)  
print(friends[1]) #error: elements are not accessed by numerical index.  
print(friends['Mohamed'])  
print(friends['Abdulrahman']) #error: keyerror 'Abdulrahman'
```

DICTIONARY OPERATORS

- Using `in`, `not in`, `==`, `!=` operators with dictionary.

```
friends1 = { 'Mohamed': 30 , 'Ahmed': 25 , 'Ali': 40 }  
friends2 = { 'Mohamed': 30 , 'Ahmed': 25 , 'Ali': 40 }  
print('Abdulrahman' in friends1)  
print('Ali' not in friends1)  
print(friends1 == friends2)  
friends2 = { 'Mohamed': 35 , 'Ahmed': 25 , 'Ali': 40 }  
print(friends1 == friends2)
```

DICTIONARY OPERATORS

Cont'd

- Keys in dictionary are unique. If two or more elements have the same key, python will deal with the last element.

```
friends = { 'Mohamed': 30, 'Ahmed': 25, 'Ali': 40, 'Ali': 44 }  
print(friends)
```

- Adding a new element using keys.

```
friends = { 'Mohamed': 30, 'Ahmed': 25, 'Ali': 40 }  
friends['Abdulrahman'] = 33
```

- Updating the value for a specific key.

```
friends['Abdulrahman'] = 35
```

DICTIONARY FUNCTIONS

- **get(key):** to the value in the given key.
`D1 = {1 : 1 , 2 : "A" , 3 : True}`
`D1.get( 1 )`
- **has_key(key):** to check if the key used in the dictionary or not.
`D1.has_key(3)`
- **items():** to return a list of tuples containing the keys and values.
`D1.items()`
- **values():** to return a list contains only the values.
`D1.values()`

DICTIONARY FUNCTIONS

Cont'd

- **clear()**: to remove all elements in a dictionary.
D1 = {1 : 1 , 2 : "A" , 3 : True}
D1.clear()
- **pop(key)**: to remove and return the value in the given key.
D1.pop(3)
D1.pop(4) **#KeyError**
- **popitem()**: to remove and return the value of the last element.
D1.popitem()

DICTIONARY FUNCTIONS

Cont'd

- **keys()**: to return a list contains only the keys.
`D1.keys( )`
- **update({k : v})**: to add an element at the end of a dictionary.
`D1.update({4 : "A"})`
- **fromkeys(keys, value)**: to create a dictionary using a given keys and values.
`friends2 = [ 'Mohamed', 'Ahmed','Ali']`
`v = "X"`
`d = dict.fromkeys(friends2, v)`

DICTIONARY FUNCTIONS

Cont'd

- **del element:** to delete the given element.
`del D1[1]`
- **len(dictionary):** to get the length of a dictionary.
`D1 = {1 : 1 , 2 : "A" , 3 : True}`
`len( D1 )`
- **dict(zip(L1, L2)):** to create a dictionary using two lists L1 and L2.
`L1 = ["A", 1, "B"]`
`L2 = [1, 2, 3]`
`D1 = dict( zip( L1, L2 ) )`

LOOPING IN DICTIONARY

- Traversing the dictionary entries:

```
friends1 = { 'Mohamed': 30, 'Ahmed': 25, 'Ali': 40 }  
for elem in friends1:  
    print("Key = ", elem, " Value = ", friends1[elem])  
  
for key in friends1.keys():  
    print(key)  
for val in friends1.values():  
    print(val)
```

DICTIONARY COMPERHENSION OPERATION

- Dictionary comprehension is an elegant and concise way to create a new dictionary from an iterable.
- Dictionary comprehension consists of an expression pair (**key: value**) followed by a **for statement** inside curly braces {}.

```
squares = { x : x * x for x in range(6) }  
print(squares)
```

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QUESTIONS FOR ONLINE DISCUSSION

- Write code to get the largest number from a list.
- Write code that takes two lists and returns True if they have at least one common member.
- Write code to check if each number is prime in a given list of numbers. Return True if all numbers are prime otherwise False.
- Write code to create a dictionary of your courses and display them.
- Write code to generate and print a dictionary that contains a number (between 1 and n) in the form (x, x*x). Where n is given by the user.



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Thank You

