

NPRG065: Programming in Python *Lecture 3*

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Department of
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Dependable
Systems



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CHARLES UNIVERSITY IN PRAGUE

faculty of mathematics and physics

Lists

- Dynamic arrays

- mutable

```
squares = [1, 4, 9, 12, 25]
squares[3] = 16
print(squares)    # -> [1, 4, 9, 16, 25]
```

- Indexing and slicing like with strings

```
squares[-1]      # -> 25
squares[-3:]     # -> [9, 16, 25]
```

- warning: slicing returns a new list

```
squares[:]      # -> [1, 4, 9, 16, 25]
                #      a copy of the whole list
```

Lists

- Concatenation via +
 - returns a new list

```
squares + [36, 49, 64, 81, 100]      # ->  
# [1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
```

- append() method
 - adding at the end of the list
 - modifying the list

```
squares.append(36)  
print(squares)      # -> [1, 4, 9, 16, 25, 36]
```

Lists

- Assignment to slices

```
letters = ['a', 'b', 'c', 'd', 'e', 'f', 'g']  
letters[2:5] = ['C', 'D', 'E']  
           # -> ['a', 'b', 'C', 'D', 'E', 'f', 'g']  
letters[2:5] = [] # -> ['a', 'b', 'f', 'g']  
letters[:] = []  # -> []
```

- Length

```
len(letters) # -> 0
```

Lists

- Lists in lists

```
a = ['a', 'b', 'c']  
n = [1, 2, 3]  
x = [a, n]  
print(x)           # -> [['a', 'b', 'c'], [1, 2, 3]]  
print(x[0][1])    # -> 'b'
```

Lists

- `del` statement

```
a = [-1, 1, 66.25, 333, 333, 1234.5]
del a[0]
print(a) # -> [1, 66.25, 333, 333, 1234.5]
del a[2:4]
print(a) # -> [1, 66.25, 1234.5]
del a[:]
print(a) # -> []
```

- `del` can do more

```
del a
print(a) # -> error
```

Tuples

- Similar to lists
- But immutable
- Literals in round parentheses

```
alist = ['a', 'b', 'c']
atuple = ('a', 'b', 'c')
alist[0] = 'A'      # -> ['A', 'b', 'c']
atuple[0] = 'A'    # -> error
```

Operations over sequences

- Sequence = list, tuple, string, ... and many more

Operation	Result
<code>x in s</code>	True if an item of <code>s</code> is equal to <code>x</code> , else False
<code>x not in s</code>	False if an item of <code>s</code> is equal to <code>x</code> , else True
<code>s + t</code>	the concatenation of <code>s</code> and <code>t</code>
<code>s * n</code> or <code>n * s</code>	equivalent to adding <code>s</code> to itself <code>n</code> times
<code>s[i]</code>	<code>i</code> th item of <code>s</code> , origin 0
<code>s[i:j]</code>	slice of <code>s</code> from <code>i</code> to <code>j</code>
<code>s[i:j:k]</code>	slice of <code>s</code> from <code>i</code> to <code>j</code> with step <code>k</code>
<code>len(s)</code>	length of <code>s</code>
<code>min(s)</code>	smallest item of <code>s</code>
<code>max(s)</code>	largest item of <code>s</code>

See
[sequences.py](#)

Comparing sequences

- Lexicographically
 - following comparisons are true

```
(1, 2, 3) < (1, 2, 4)
[1, 2, 3] < [1, 2, 4]
'ABC' < 'C' < 'Pascal' < 'Python'
(1, 2, 3, 4) < (1, 2, 4)
(1, 2) < (1, 2, -1)
(1, 2, 3) == (1.0, 2.0, 3.0)
(1, 2, ('aa', 'ab')) < (1, 2, ('abc', 'a'), 4)
```

Conditions in general

- Non-zero number -> true
- Non-empty sequence -> true

```
a = [1, 2, 3]
print('yes' if a else 'no')    # -> yes
a = []
print('yes' if a else 'no')    # -> no
```

- **and** and **or** – short-circuit evaluation
- **no assignment inside expressions** (like in C, Java,...)

```
if (a = get_value()) == 0:    # -> syntax error
    print('zero')
```

set, dict

- **set** – unordered collection of distinct objects
 - literals – { 'one', 'two' }
- **frozenset** – immutable set
- **dict** – associative array (hashtable)
 - literals – { 'one': 1, 'two': 2, 'three': 3 }

See
[sets_and_dicts.py](#)

dict

- Indexing by anything

```
adict = {'one': 1, 'two': 2, 'three': 3}
print(adict['one'])    # -> 1
adict['four'] = 4
print(adict)
# -> {'one': 1, 'two': 2, 'three': 3, 'four': 4}
```

- Iterating

```
for k, v in adict.items():
    print(k, v)
```

```
for k in adict.keys():
    print(k, adict[k])
```

Comprehensions

- a concise way to create lists, sets, dicts
 - this works

```
squares = []  
for x in range(10):  
    squares.append(x**2)
```

- but comprehension is better
 - and shorter, more readable, ..., more Pythonic

```
squares = [x**2 for x in range(10)]
```

- list comprehension
brackets containing an expression followed by a **for** clause, then zero or more **for** or **if** clauses

Comprehensions

```
[(x, y) for x in [1,2,3] for y in [3,1,4] if x != y]

# -> [(1, 3), (1, 4), (2, 3), (2, 1), (2, 4),
#      (3, 1), (3, 4)]
```

- Can be nested

```
# a matrix
m = [[1, 2, 3, 4], [5, 6, 7, 8], [9, 10, 11, 12]]
# and a transposed matrix
tm = [[row[i] for row in m] for i in range(4)]
```

Comprehensions

See
comprehensions.py

- set comprehensions
 - like for lists but in curly braces

```
word = 'Hello'
letters = {c for c in word}
# another example
a = {x for x in 'abracadabra' if x not in 'abc'}
```

- dict comprehensions
 - also in curly braces but we need to specify both the key and value
 - separated by :

```
word = 'Hello'
letters = {c: c.swapcase() for c in word}
# -> {'H': 'h', 'e': 'E', 'l': 'L', 'o': 'O'}
```

More collection types

- **bytes**

- immutable sequences of single bytes

```
b'bytes literals are like strings but only with ASCII  
chars'  
b'escape sequences can be used too\x00'
```

- **bytearray**

- mutable counterpart to bytes

See
[strings_vs_bytes.py](#)

More collection types



namedtuple	a factory function for creating tuple subclasses with named fields
deque	a list-like container with fast appends and pops on either end
ChainMap	a dict-like class for creating a single view of multiple mappings
Counter	a dict subclass for counting hashable objects
OrderedDict	a dict subclass that remembers the order entries were added
defaultdict	a dict subclass that calls a factory function to supply missing values
heapq	an implementation of the heap queue algorithm

See
[other_collections.py](#)

Naming conventions

- PEP 8, PEP 423
- Classes – camel case
 - **MyBeautifulClass**
- Functions, methods, variables – snake case
 - **my_beautiful_function, local_variable**
- “Constants” – capitalized snake case
 - **MAX_VALUE**
- Packages, modules
 - lower case, underscore can be used (discouraged for packages)
 - no conventions as in Java (i.e., like reversed internet name)
 - “pick memorable, meaningful names that aren’t already used on PyPI”
 - The Zen of Python says "Flat is better than nested".
 - two levels is almost always enough
- The Zen of Python
 - **import this**

PEP = Python
Enhancement Proposals

Try `import this` in the
interactive shell

Special variables/methods of objects

- Many special variables/methods
 - not all objects have all of them
- Naming schema
 - surrounded by double underscores
 - `__name_of_the_special_variable_or_method__`
- `__name__`
 - name of the object
- Others later

```
import sys
sys.__name__      # -> 'sys'
```



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