

CS 115 Lecture 15

Lists part 1

Neil Moore

Department of Computer Science
University of Kentucky
Lexington, Kentucky 40506
neil@cs.uky.edu

5 November 2015

Lists

In Python a string is a sequence of characters, but there are other kinds of sequences, too. The most important is the **list**.

Lists

In Python a string is a sequence of characters, but there are other kinds of sequences, too. The most important is the **list**.

- A list is, like a string, a sequence of things.
- But unlike a string, the things can be any type:
 - ▶ List of numbers: `[7, 1, 3]`
 - ▶ List of strings: `["hello", "world"]`
 - ▶ Even lists of lists.

Lists

In Python a string is a sequence of characters, but there are other kinds of sequences, too. The most important is the **list**.

- A list is, like a string, a sequence of things.
- But unlike a string, the things can be any type:
 - ▶ List of numbers: `[7, 1, 3]`
 - ▶ List of strings: `["hello", "world"]`
 - ▶ Even lists of lists.

List syntax

- To write a literal list in your program, use square brackets:
`poets = ["Coleridge", "Neruda", "Hughes"]`

List syntax

- To write a literal list in your program, use square brackets:
`poets = ["Coleridge", "Neruda", "Hughes"]`
- The things in a list are called its **elements**.
 - ▶ This list has three elements, each a string.
 - ▶ Its **length** is 3 (the number of elements).

List syntax

- To write a literal list in your program, use square brackets:
`poets = ["Coleridge", "Neruda", "Hughes"]`
- The things in a list are called its **elements**.
 - ▶ This list has three elements, each a string.
 - ▶ Its **length** is 3 (the number of elements).
 - ▶ Use `len` to get the length:
`print(len(poets)) # 3`

List syntax

- To write a literal list in your program, use square brackets:
`poets = ["Coleridge", "Neruda", "Hughes"]`
- The things in a list are called its **elements**.
 - ▶ This list has three elements, each a string.
 - ▶ Its **length** is 3 (the number of elements).
 - ▶ Use `len` to get the length:
`print(len(poets)) # 3`
- Elements are numbered starting from zero.
 - ▶ As with strings, we call this the **index** or **position** of the element.
 - ▶ The last element has index `length - 1`.

List syntax

- To write a literal list in your program, use square brackets:
`poets = ["Coleridge", "Neruda", "Hughes"]`
- The things in a list are called its **elements**.
 - ▶ This list has three elements, each a string.
 - ▶ Its **length** is 3 (the number of elements).
 - ▶ Use `len` to get the length:
`print(len(poets)) # 3`
- Elements are numbered starting from zero.
 - ▶ As with strings, we call this the **index** or **position** of the element.
 - ▶ The last element has index `length - 1`.
- Lists can be concatenated with `+`:
`print([3, 1, 4] + [1, 5, 9])`
→ `[3, 1, 4, 1, 5, 9]`

List syntax

- To write a literal list in your program, use square brackets:
`poets = ["Coleridge", "Neruda", "Hughes"]`
- The things in a list are called its **elements**.
 - ▶ This list has three elements, each a string.
 - ▶ Its **length** is 3 (the number of elements).
 - ▶ Use `len` to get the length:
`print(len(poets)) # 3`
- Elements are numbered starting from zero.
 - ▶ As with strings, we call this the **index** or **position** of the element.
 - ▶ The last element has index `length - 1`.
- Lists can be concatenated with `+`:
`print([3, 1, 4] + [1, 5, 9])`
`→ [3, 1, 4, 1, 5, 9]`
 - ▶ But only with other lists!
`[3, 1, 4] + 1 → TypeError`

List syntax

- To write a literal list in your program, use square brackets:
`poets = ["Coleridge", "Neruda", "Hughes"]`
- The things in a list are called its **elements**.
 - ▶ This list has three elements, each a string.
 - ▶ Its **length** is 3 (the number of elements).
 - ▶ Use `len` to get the length:
`print(len(poets)) # 3`
- Elements are numbered starting from zero.
 - ▶ As with strings, we call this the **index** or **position** of the element.
 - ▶ The last element has index `length - 1`.
- Lists can be concatenated with `+`:
`print([3, 1, 4] + [1, 5, 9])`
`→ [3, 1, 4, 1, 5, 9]`
 - ▶ But only with other lists!
`[3, 1, 4] + 1 → TypeError`

Accessing elements of a list

You can get elements of a list using the subscript syntax:

```
scores = [ 75.0, 68.5, 83.0 ]  
third = scores[2] # 83.0
```

Accessing elements of a list

You can get elements of a list using the subscript syntax:

```
scores = [ 75.0, 68.5, 83.0 ]
```

```
third = scores[2] # 83.0
```

- Negative indices count from the end:

```
last = scores[-1] # 83.0
```

Accessing elements of a list

You can get elements of a list using the subscript syntax:

```
scores = [ 75.0, 68.5, 83.0 ]
```

```
third = scores[2] # 83.0
```

- Negative indices count from the end:

```
last = scores[-1] # 83.0
```

- Notice the difference with strings:

- ▶ Subscripting a string gives you another (one-character) string.
- ▶ Subscripting a list gives you the element...
 - ★ ... which could have any type.

Accessing elements of a list

You can get elements of a list using the subscript syntax:

```
scores = [ 75.0, 68.5, 83.0 ]
```

```
third = scores[2] # 83.0
```

- Negative indices count from the end:

```
last = scores[-1] # 83.0
```

- Notice the difference with strings:

- ▶ Subscripting a string gives you another (one-character) string.

- ▶ Subscripting a list gives you the element...

- ★ ... which could have any type.

- Lists also support slicing. Slicing a list gives *another list*:

```
exams = scores[1:3] # [ 68.5, 83.0 ]
```

Accessing elements of a list

You can get elements of a list using the subscript syntax:

```
scores = [ 75.0, 68.5, 83.0 ]
```

```
third = scores[2] # 83.0
```

- Negative indices count from the end:

```
last = scores[-1] # 83.0
```

- Notice the difference with strings:

- ▶ Subscripting a string gives you another (one-character) string.

- ▶ Subscripting a list gives you the element...

- ★ ... which could have any type.

- Lists also support slicing. Slicing a list gives *another list*:

```
exams = scores[1:3] # [ 68.5, 83.0 ]
```

- Again:

- ▶ Subscripting gives a single element.

- ▶ Slicing gives a list of elements.

Accessing elements of a list

You can get elements of a list using the subscript syntax:

```
scores = [ 75.0, 68.5, 83.0 ]
```

```
third = scores[2] # 83.0
```

- Negative indices count from the end:

```
last = scores[-1] # 83.0
```

- Notice the difference with strings:

- ▶ Subscripting a string gives you another (one-character) string.

- ▶ Subscripting a list gives you the element...

- ★ ... which could have any type.

- Lists also support slicing. Slicing a list gives *another list*:

```
exams = scores[1:3] # [ 68.5, 83.0 ]
```

- Again:

- ▶ Subscripting gives a single element.

- ▶ Slicing gives a list of elements.

Searching in lists

There are two ways to search for an element in a list:

- You can use `in` to check whether it's there:
`if "Eliot" in poets:`

Searching in lists

There are two ways to search for an element in a list:

- You can use `in` to check whether it's there:

```
if "Eliot" in poets:
```

- Check for that exact element; doesn't look “inside” the elements:

```
if "ridge" in poets: #False!
```

Searching in lists

There are two ways to search for an element in a list:

- You can use `in` to check whether it's there:
`if "Eliot" in poets:`
- Check for that exact element; doesn't look "inside" the elements:
`if "ridge" in poets: #False!`
- To find an element's position in the list, use the `index` method.
`rank = poets.index("Coleridge") # 0`

Searching in lists

There are two ways to search for an element in a list:

- You can use `in` to check whether it's there:
`if "Eliot" in poets:`
- Check for that exact element; doesn't look "inside" the elements:
`if "ridge" in poets: #False!`
- To find an element's position in the list, use the `index` method.
`rank = poets.index("Coleridge") # 0`
 - ▶ It works mostly like the string `find` method.
 - ▶ Can give another argument to specify where to start.

Searching in lists

There are two ways to search for an element in a list:

- You can use `in` to check whether it's there:

```
if "Eliot" in poets:
```

- Check for that exact element; doesn't look "inside" the elements:

```
if "ridge" in poets: #False!
```

- To find an element's position in the list, use the `index` method.

```
rank = poets.index("Coleridge") # 0
```

- ▶ It works mostly like the string `find` method.
- ▶ Can give another argument to specify where to start.
- ▶ One important difference: if it was not found:
 - ★ `mystring.find(...)` returns `-1`
 - ★ `mylist.index(...)` gives a **run-time error!**

Searching in lists

There are two ways to search for an element in a list:

- You can use `in` to check whether it's there:

```
if "Eliot" in poets:
```

- Check for that exact element; doesn't look “inside” the elements:

```
if "ridge" in poets: #False!
```

- To find an element's position in the list, use the `index` method.

```
rank = poets.index("Coleridge") # 0
```

- ▶ It works mostly like the string `find` method.
- ▶ Can give another argument to specify where to start.
- ▶ One important difference: if it was not found:

- ★ `mystring.find(...)` returns `-1`

- ★ `mylist.index(...)` gives a **run-time error!**

- ★ To be safe you can use `in` first:

```
pos = -1
```

```
if thing in list:
```

```
    pos = list.index(thing)
```

Traversing lists

You can traverse a list with a for loop:

```
scores = [ 85, 72, 56, 98, 84, 72 ]
```

```
sum = 0
```

```
for grade in scores:
```

```
    sum += grade
```

- This works the same as with a string.
- In each iteration the loop variable will be one element of the list.

Traversing lists

You can traverse a list with a for loop:

```
scores = [ 85, 72, 56, 98, 84, 72 ]  
sum = 0  
for grade in scores:  
    sum += grade
```

- This works the same as with a string.
- In each iteration the loop variable will be one element of the list.
- To get both indices and elements, you can use the same techniques as with strings:
 - ▶ Use a counter to track the index.
 - ▶ Use a range loop with subscripting.
 - ▶ Use `enumerate(mylist)`.

Traversing lists

You can traverse a list with a for loop:

```
scores = [ 85, 72, 56, 98, 84, 72 ]  
sum = 0  
for grade in scores:  
    sum += grade
```

- This works the same as with a string.
- In each iteration the loop variable will be one element of the list.
- To get both indices and elements, you can use the same techniques as with strings:
 - ▶ Use a counter to track the index.
 - ▶ Use a range loop with subscripting.
 - ▶ Use `enumerate(mylist)`.

Strings versus lists

You've probably noticed a lot of similarities between lists and strings.

- Sometimes the very same code works with both!
 - ▶ `len`, subscripts, and slicing.
 - ▶ Traversal.
 - ▶ Concatenation.

Strings versus lists

You've probably noticed a lot of similarities between lists and strings.

- Sometimes the very same code works with both!
 - ▶ `len`, subscripts, and slicing.
 - ▶ Traversal.
 - ▶ Concatenation.
- But there are also many differences:
 - ▶ Each element of a string is a character.
 - ★ In Python, characters are strings (of length 1).
 - ▶ But the elements of a list can be anything.
 - ★ And are usually *not* lists.

Strings versus lists

You've probably noticed a lot of similarities between lists and strings.

- Sometimes the very same code works with both!
 - ▶ `len`, subscripts, and slicing.
 - ▶ Traversal.
 - ▶ Concatenation.
- But there are also many differences:
 - ▶ Each element of a string is a character.
 - ★ In Python, characters are strings (of length 1).
 - ▶ But the elements of a list can be anything.
 - ★ And are usually *not* lists.
 - ▶ With strings, `in` searches for a substring.
 - ▶ With lists, `in` searches for single elements only!

Strings versus lists

You've probably noticed a lot of similarities between lists and strings.

- Sometimes the very same code works with both!
 - ▶ `len`, subscripts, and slicing.
 - ▶ Traversal.
 - ▶ Concatenation.
- But there are also many differences:
 - ▶ Each element of a string is a character.
 - ★ In Python, characters are strings (of length 1).
 - ▶ But the elements of a list can be anything.
 - ★ And are usually *not* lists.
 - ▶ With strings, `in` searches for a substring.
 - ▶ With lists, `in` searches for single elements only!
 - ▶ Strings use `find` to locate a substring (-1 if not found)
 - ▶ Lists use `index` to locate an element (**error** if not found)

Strings versus lists

You've probably noticed a lot of similarities between lists and strings.

- Sometimes the very same code works with both!
 - ▶ `len`, subscripts, and slicing.
 - ▶ Traversal.
 - ▶ Concatenation.
- But there are also many differences:
 - ▶ Each element of a string is a character.
 - ★ In Python, characters are strings (of length 1).
 - ▶ But the elements of a list can be anything.
 - ★ And are usually *not* lists.
 - ▶ With strings, `in` searches for a substring.
 - ▶ With lists, `in` searches for single elements only!
 - ▶ Strings use `find` to locate a substring (-1 if not found)
 - ▶ Lists use `index` to locate an element (**error** if not found)
- Another big difference: lists are **mutable**.

Strings versus lists

You've probably noticed a lot of similarities between lists and strings.

- Sometimes the very same code works with both!
 - ▶ `len`, subscripts, and slicing.
 - ▶ Traversal.
 - ▶ Concatenation.
- But there are also many differences:
 - ▶ Each element of a string is a character.
 - ★ In Python, characters are strings (of length 1).
 - ▶ But the elements of a list can be anything.
 - ★ And are usually *not* lists.
 - ▶ With strings, `in` searches for a substring.
 - ▶ With lists, `in` searches for single elements only!
 - ▶ Strings use `find` to locate a substring (-1 if not found)
 - ▶ Lists use `index` to locate an element (**error** if not found)
- Another big difference: lists are **mutable**.

Immutability

- Strings, ints, and floats are **immutable**.

Immutability

- Strings, ints, and floats are **immutable**.
- Which means: these objects doesn't change once they are created.
 - ▶ You can't change the number 4.

Immutability

- Strings, ints, and floats are **immutable**.
- Which means: these objects doesn't change once they are created.
 - ▶ You can't change the number 4.
 - ▶ Instead, operations on these types create and return new objects.

Immutability

- Strings, ints, and floats are **immutable**.
- Which means: these objects doesn't change once they are created.
 - ▶ You can't change the number 4.
 - ▶ Instead, operations on these types create and return new objects.
 - ▶ ... which you may then assign back into the same variable

Immutability

- Strings, ints, and floats are **immutable**.
- Which means: these objects doesn't change once they are created.
 - ▶ You can't change the number 4.
 - ▶ Instead, operations on these types create and return new objects.
 - ▶ ... which you may then assign back into the same variable
- Ordinary assignment doesn't change the object!
 - ▶ It changes a *variable* to point at a different object.

Immutability

- Strings, ints, and floats are **immutable**.
- Which means: these objects doesn't change once they are created.
 - ▶ You can't change the number 4.
 - ▶ Instead, operations on these types create and return new objects.
 - ▶ ... which you may then assign back into the same variable
- Ordinary assignment doesn't change the object!
 - ▶ It changes a *variable* to point at a different object.
 - ▶ More on this later...

Immutability

- Strings, ints, and floats are **immutable**.
- Which means: these objects doesn't change once they are created.
 - ▶ You can't change the number 4.
 - ▶ Instead, operations on these types create and return new objects.
 - ▶ ... which you may then assign back into the same variable
- Ordinary assignment doesn't change the object!
 - ▶ It changes a *variable* to point at a different object.
 - ▶ More on this later...

Mutability

Some kinds of objects can be changed after they are created.

Mutability

Some kinds of objects can be changed after they are created.

- Remember graphics shapes.

Mutability

Some kinds of objects can be changed after they are created.

- Remember graphics shapes. You can:
 - ▶ Draw and undraw them.
 - ▶ Change the fill and outline colors.
 - ▶ Move them around.
 - ▶ Set the text (Text and Entry only).

Mutability

Some kinds of objects can be changed after they are created.

- Remember graphics shapes. You can:
 - ▶ Draw and undraw them.
 - ▶ Change the fill and outline colors.
 - ▶ Move them around.
 - ▶ Set the text (Text and Entry only).
- How does this differ from assignment?

Mutability

Some kinds of objects can be changed after they are created.

- Remember graphics shapes. You can:
 - ▶ Draw and undraw them.
 - ▶ Change the fill and outline colors.
 - ▶ Move them around.
 - ▶ Set the text (Text and Entry only).
- How does this differ from assignment?

The meaning of assignment

- A variable in Python is like a finger pointing at an object.
- Assigning to the variable makes the finger point somewhere else.

The meaning of assignment

- A variable in Python is like a finger pointing at an object.
- Assigning to the variable makes the finger point somewhere else.
- The variable itself stays in the same location in memory.
 - ▶ Same finger!

The meaning of assignment

- A variable in Python is like a finger pointing at an object.
- Assigning to the variable makes the finger point somewhere else.
- The variable itself stays in the same location in memory.
 - ▶ Same finger!
- ... but now points at (“refers to”) a different value.

The meaning of assignment

- A variable in Python is like a finger pointing at an object.
- Assigning to the variable makes the finger point somewhere else.
- The variable itself stays in the same location in memory.
 - ▶ Same finger!
- ... but now points at (“refers to”) a different value.

Mutability and functions

- Function parameters are separate variables from the arguments.

- ▶ So assigning to the parameter doesn't change the argument.

```
def squareplus(x):  
    x = x ** 2 # changes x, not num  
    return x + 1  
  
def main():  
    num = 5  
    sp1 = squareplus(num)  
    print("sq+ of", num, "is", sp1) # num is still 5
```

Mutability and functions

- Function parameters are separate variables from the arguments.

- ▶ So assigning to the parameter doesn't change the argument.

```
def squareplus(x):  
    x = x ** 2 # changes x, not num  
    return x + 1  
  
def main():  
    num = 5  
    sp1 = squareplus(num)  
    print("sq+ of", num, "is", sp1) # num is still 5
```

- ▶ The function gets what the finger points at, not the finger itself.

Mutability and functions

- Function parameters are separate variables from the arguments.

- ▶ So assigning to the parameter doesn't change the argument.

```
def squareplus(x):  
    x = x ** 2 # changes x, not num  
    return x + 1  
  
def main():  
    num = 5  
    sp1 = squareplus(num)  
    print("sq+ of", num, "is", sp1) # num is still 5
```

- ▶ The function gets what the finger points at, not the finger itself.

- However, they refer to the values of the arguments.

- ▶ The parameter is another “finger” pointing at the same object.

Mutability and functions

- Function parameters are separate variables from the arguments.

- ▶ So assigning to the parameter doesn't change the argument.

```
def squareplus(x):  
    x = x ** 2 # changes x, not num  
    return x + 1  
  
def main():  
    num = 5  
    sp1 = squareplus(num)  
    print("sq+ of", num, "is", sp1) # num is still 5
```

- ▶ The function gets what the finger points at, not the finger itself.

- However, they refer to the values of the arguments.

- ▶ The parameter is another “finger” pointing at the same object.
- ▶ And if that object is mutable, the function can mutate it:

```
def addseven(lst):  
    lst.append(7) # mutates the list  
  
def main():  
    scores = [ 5, 9, 6 ]  
    addseven(scores)  
    print(scores) # [ 5, 9, 6, 7 ]
```

Mutability and functions

- **Call by reference:** functions can modify their arguments.
 - ▶ In Python, only by mutation, not assignment!
 - ★ Assignment changes a **variable** (re-point the finger)
 - ★ Mutation changes an **object** (the thing pointed to)

Mutability and functions

- **Call by reference:** functions can modify their arguments.
 - ▶ In Python, only by mutation, not assignment!
 - ★ Assignment changes a **variable** (re-point the finger)
 - ★ Mutation changes an **object** (the thing pointed to)
- **Side effects:** things that are changed by the function.
 - ▶ Printing output, creating a file, etc.

Mutability and functions

- **Call by reference:** functions can modify their arguments.
 - ▶ In Python, only by mutation, not assignment!
 - ★ Assignment changes a **variable** (re-point the finger)
 - ★ Mutation changes an **object** (the thing pointed to)
- **Side effects:** things that are changed by the function.
 - ▶ Printing output, creating a file, etc.
 - ▶ Mutating parameters.

Mutability and functions

- **Call by reference:** functions can modify their arguments.
 - ▶ In Python, only by mutation, not assignment!
 - ★ Assignment changes a **variable** (re-point the finger)
 - ★ Mutation changes an **object** (the thing pointed to)
- **Side effects:** things that are changed by the function.
 - ▶ Printing output, creating a file, etc.
 - ▶ Mutating parameters.
 - ▶ Postconditions describe the return value and side effects.

List mutability

Lists are mutable: they can be changed in several ways:

- Appending or inserting a new element.
- Removing an element.
- Sorting and reversing.
- Changing the values of existing elements.

List mutability

Lists are mutable: they can be changed in several ways:

- Appending or inserting a new element.
- Removing an element.
- Sorting and reversing.
- Changing the values of existing elements.

Inserting into a list

- The `append` method adds a new element to the end of a list:
`poets.append("Angelou")`

Inserting into a list

- The `append` method adds a new element to the end of a list:

```
poets.append("Angelou")
```

- ▶ Mutates the list.
- ▶ Increases the length by one.
- ▶ Does not return a value!

Inserting into a list

- The `append` method adds a new element to the end of a list:

```
poets.append("Angelou")
```

- ▶ Mutates the list.
- ▶ Increases the length by one.
- ▶ Does not return a value!

- To add a whole list to the end, use the `extend` method:

```
scores.extend([55, 88, 79])
```

- ▶ This example increases the length by 3.
- ▶ Also returns nothing.

Inserting into a list

- The `append` method adds a new element to the end of a list:

```
poets.append("Angelou")
```

- ▶ Mutates the list.
- ▶ Increases the length by one.
- ▶ Does not return a value!

- To add a whole list to the end, use the `extend` method:

```
scores.extend([55, 88, 79])
```

- ▶ This example increases the length by 3.
- ▶ Also returns nothing.
- ▶ What would happen if you used `append` instead?

Inserting into a list

- The `append` method adds a new element to the end of a list:

```
poets.append("Angelou")
```

- ▶ Mutates the list.
- ▶ Increases the length by one.
- ▶ Does not return a value!

- To add a whole list to the end, use the `extend` method:

```
scores.extend([55, 88, 79])
```

- ▶ This example increases the length by 3.
- ▶ Also returns nothing.
- ▶ What would happen if you used `append` instead?
 - ★ That would add the list as a single element!
 - ★ Not usually what you want.

Inserting into a list

- The `append` method adds a new element to the end of a list:

```
poets.append("Angelou")
```

- ▶ Mutates the list.
- ▶ Increases the length by one.
- ▶ Does not return a value!

- To add a whole list to the end, use the `extend` method:

```
scores.extend([55, 88, 79])
```

- ▶ This example increases the length by 3.
- ▶ Also returns nothing.
- ▶ What would happen if you used `append` instead?
 - ★ That would add the list as a single element!
 - ★ Not usually what you want.

- The `insert` method adds a new element in the middle.

```
poets.insert(2, "Homer")
```


Inserting into a list

- The `append` method adds a new element to the end of a list:

```
poets.append("Angelou")
```

- ▶ Mutates the list.
- ▶ Increases the length by one.
- ▶ Does not return a value!

- To add a whole list to the end, use the `extend` method:

```
scores.extend([55, 88, 79])
```

- ▶ This example increases the length by 3.
- ▶ Also returns nothing.
- ▶ What would happen if you used `append` instead?
 - ★ That would add the list as a single element!
 - ★ Not usually what you want.

- The `insert` method adds a new element in the middle.

```
poets.insert(2, "Homer")
```

- ▶ The new element will be at index 2.
- ▶ The indices of the following elements shift up by one to make room.

Inserting into a list

- The `append` method adds a new element to the end of a list:

```
poets.append("Angelou")
```

- ▶ Mutates the list.
- ▶ Increases the length by one.
- ▶ Does not return a value!

- To add a whole list to the end, use the `extend` method:

```
scores.extend([55, 88, 79])
```

- ▶ This example increases the length by 3.
- ▶ Also returns nothing.
- ▶ What would happen if you used `append` instead?
 - ★ That would add the list as a single element!
 - ★ Not usually what you want.

- The `insert` method adds a new element in the middle.

```
poets.insert(2, "Homer")
```

- ▶ The new element will be at index 2.
- ▶ The indices of the following elements shift up by one to make room.

Mutation versus making new objects

- Notice that `append`, `extend`, and `insert` return nothing!
 - ▶ Most mutating functions in Python work this way.
 - ▶ (With a few exceptions we'll point out).

Mutation versus making new objects

- Notice that `append`, `extend`, and `insert` return nothing!

- ▶ Most mutating functions in Python work this way.
- ▶ (With a few exceptions we'll point out).
- ▶ So don't do this:

```
colors = colors.append("yellow") # ERROR: colors = None
```

Mutation versus making new objects

- Notice that `append`, `extend`, and `insert` return nothing!

- ▶ Most mutating functions in Python work this way.
- ▶ (With a few exceptions we'll point out).
- ▶ So don't do this:

```
colors = colors.append("yellow") # ERROR: colors = None
```

- ▶ Instead:

```
colors.append("yellow") # GOOD: mutates colors
```

Mutation versus making new objects

- Notice that `append`, `extend`, and `insert` return nothing!
 - ▶ Most mutating functions in Python work this way.
 - ▶ (With a few exceptions we'll point out).
 - ▶ So don't do this:

```
colors = colors.append("yellow") # ERROR: colors = None
```
 - ▶ Instead:

```
colors.append("yellow") # GOOD: mutates colors
```
- Conversely, concatenating with `+` doesn't mutate the list.
 - ▶ Instead, it returns a new list.

Mutation versus making new objects

- Notice that `append`, `extend`, and `insert` return nothing!

- ▶ Most mutating functions in Python work this way.
- ▶ (With a few exceptions we'll point out).
- ▶ So don't do this:

```
colors = colors.append("yellow") # ERROR: colors = None
```

- ▶ Instead:

```
colors.append("yellow") # GOOD: mutates colors
```

- Conversely, concatenating with `+` doesn't mutate the list.

- ▶ Instead, it returns a new list.
- ▶ So don't do this:

```
colors + primaries # ERROR: throws away new list
```

Mutation versus making new objects

- Notice that `append`, `extend`, and `insert` return nothing!

- ▶ Most mutating functions in Python work this way.
- ▶ (With a few exceptions we'll point out).
- ▶ So don't do this:

```
colors = colors.append("yellow") # ERROR: colors = None
```

- ▶ Instead:

```
colors.append("yellow") # GOOD: mutates colors
```

- Conversely, concatenating with `+` doesn't mutate the list.

- ▶ Instead, it returns a new list.
- ▶ So don't do this:

```
colors + primaries # ERROR: throws away new list
```

- ▶ Instead:

```
colors = colors + primaries # OR  
colors += primaries
```


Mutation versus making new objects

- Notice that `append`, `extend`, and `insert` return nothing!

- ▶ Most mutating functions in Python work this way.
- ▶ (With a few exceptions we'll point out).
- ▶ So don't do this:

```
colors = colors.append("yellow") # ERROR: colors = None
```

- ▶ Instead:

```
colors.append("yellow") # GOOD: mutates colors
```

- Conversely, concatenating with `+` doesn't mutate the list.

- ▶ Instead, it returns a new list.
- ▶ So don't do this:

```
colors + primaries # ERROR: throws away new list
```

- ▶ Instead:

```
colors = colors + primaries # OR  
colors += primaries
```

Deleting from a list

You can delete from a list by index:

- Syntax: `del list[index]`
 - ▶ Removes the element at position `index`.

Deleting from a list

You can delete from a list by index:

- Syntax: `del list[index]`
 - ▶ Removes the element at position `index`.
 - ▶ Shifts down the following elements to fill in the gap:
`list[index] = list[index + 1]`
`list[index + 1] = list[index + 2]`
...

Deleting from a list

You can delete from a list by index:

- Syntax: `del list[index]`
 - ▶ Removes the element at position `index`.
 - ▶ Shifts down the following elements to fill in the gap:
`list[index] = list[index + 1]`
`list[index + 1] = list[index + 2]`
...
 - ▶ Can also delete a range by using a slice:
`del list[2:5]` # remove elements 2, 3, and 4

Deleting from a list

You can delete from a list by index:

- Syntax: `del list[index]`
 - ▶ Removes the element at position `index`.
 - ▶ Shifts down the following elements to fill in the gap:
`list[index] = list[index + 1]`
`list[index + 1] = list[index + 2]`
...
 - ▶ Can also delete a range by using a slice:
`del list[2:5]` # remove elements 2, 3, and 4

Or you can remove a specific value (“search-and-destroy”):

- Syntax: `colors.remove("blue")`

Deleting from a list

You can delete from a list by index:

- Syntax: `del list[index]`
 - ▶ Removes the element at position `index`.
 - ▶ Shifts down the following elements to fill in the gap:
`list[index] = list[index + 1]`
`list[index + 1] = list[index + 2]`
...
 - ▶ Can also delete a range by using a slice:
`del list[2:5]` # remove elements 2, 3, and 4

Or you can remove a specific value (“search-and-destroy”):

- Syntax: `colors.remove("blue")`
- Searches for the first occurrence of "blue" and deletes it.

Deleting from a list

You can delete from a list by index:

- Syntax: `del list[index]`
 - ▶ Removes the element at position `index`.
 - ▶ Shifts down the following elements to fill in the gap:
`list[index] = list[index + 1]`
`list[index + 1] = list[index + 2]`
...
 - ▶ Can also delete a range by using a slice:
`del list[2:5]` # remove elements 2, 3, and 4

Or you can remove a specific value (“search-and-destroy”):

- Syntax: `colors.remove("blue")`
- Searches for the first occurrence of "blue" and deletes it.
- Gives a **runtime error** if it wasn't found!

Deleting from a list

You can delete from a list by index:

- Syntax: `del list[index]`
 - ▶ Removes the element at position `index`.
 - ▶ Shifts down the following elements to fill in the gap:
`list[index] = list[index + 1]`
`list[index + 1] = list[index + 2]`
...
 - ▶ Can also delete a range by using a slice:
`del list[2:5]` # remove elements 2, 3, and 4

Or you can remove a specific value (“search-and-destroy”):

- Syntax: `colors.remove("blue")`
- Searches for the first occurrence of "blue" and deletes it.
- Gives a **runtime error** if it wasn't found!
- How could you do this using `del`?

Deleting from a list

You can delete from a list by index:

- Syntax: `del list[index]`
 - ▶ Removes the element at position `index`.
 - ▶ Shifts down the following elements to fill in the gap:
`list[index] = list[index + 1]`
`list[index + 1] = list[index + 2]`
...
 - ▶ Can also delete a range by using a slice:
`del list[2:5]` # remove elements 2, 3, and 4

Or you can remove a specific value (“search-and-destroy”):

- Syntax: `colors.remove("blue")`
- Searches for the first occurrence of "blue" and deletes it.
- Gives a **runtime error** if it wasn't found!
- How could you do this using `del`?
`pos = colors.index("blue")`
`del colors[pos]`

Deleting from a list

You can delete from a list by index:

- Syntax: `del list[index]`
 - ▶ Removes the element at position `index`.
 - ▶ Shifts down the following elements to fill in the gap:
`list[index] = list[index + 1]`
`list[index + 1] = list[index + 2]`
...
 - ▶ Can also delete a range by using a slice:
`del list[2:5]` # remove elements 2, 3, and 4

Or you can remove a specific value (“search-and-destroy”):

- Syntax: `colors.remove("blue")`
- Searches for the first occurrence of "blue" and deletes it.
- Gives a **runtime error** if it wasn't found!
- How could you do this using `del`?
`pos = colors.index("blue")`
`del colors[pos]`

Sorting and reversing

The `reverse` method reverses the order of a list.

Sorting and reversing

The reverse method reverses the order of a list.

```
mylist = [ "red", "green", "blue" ]  
mylist.reverse()  
print(mylist) → [ "blue", "green", "red" ]
```

Sorting and reversing

The reverse method reverses the order of a list.

```
mylist = [ "red", "green", "blue" ]  
mylist.reverse()  
print(mylist) → [ "blue", "green", "red" ]
```

- Reverse mutates the list!
 - ▶ So the original order is lost.

Sorting and reversing

The reverse method reverses the order of a list.

```
mylist = [ "red", "green", "blue" ]  
mylist.reverse()  
print(mylist) → [ "blue", "green", "red" ]
```

- Reverse mutates the list!
 - ▶ So the original order is lost.
- And doesn't return a value.
 - ▶ So *don't* assign back into the list:

```
mylist = mylist.reverse() # ERROR: mylist = None
```

Sorting and reversing

The reverse method reverses the order of a list.

```
mylist = [ "red", "green", "blue" ]  
mylist.reverse()  
print(mylist) → [ "blue", "green", "red" ]
```

- Reverse mutates the list!
 - ▶ So the original order is lost.
- And doesn't return a value.

- ▶ So *don't* assign back into the list:

```
mylist = mylist.reverse() # ERROR: mylist = None
```

- ▶ If you need a *new* reversed copy, use:

```
backwards = list(reversed(mylist))
```

Sorting and reversing

The reverse method reverses the order of a list.

```
mylist = [ "red", "green", "blue" ]  
mylist.reverse()  
print(mylist) → [ "blue", "green", "red" ]
```

- Reverse mutates the list!
 - ▶ So the original order is lost.

- And doesn't return a value.

- ▶ So *don't* assign back into the list:

```
mylist = mylist.reverse() # ERROR: mylist = None
```

- ▶ If you need a *new* reversed copy, use:

```
backwards = list(reversed(mylist))
```

- ★ mylist is unchanged.

Sorting and reversing

The reverse method reverses the order of a list.

```
mylist = [ "red", "green", "blue" ]  
mylist.reverse()  
print(mylist) → [ "blue", "green", "red" ]
```

- Reverse mutates the list!
 - ▶ So the original order is lost.
- And doesn't return a value.
 - ▶ So *don't* assign back into the list:
`mylist = mylist.reverse()` # ERROR: `mylist = None`
 - ▶ If you need a *new* reversed copy, use:
`backwards = list(reversed(mylist))`
 - ★ `mylist` is unchanged.
- Note the differences:
 - ▶ `reverse` is a method that mutates the list.
 - ▶ `reversed` is a function that returns a new sequence.
 - ★ Not actually a list—convert with `list(...)`

Sorting and reversing

The reverse method reverses the order of a list.

```
mylist = [ "red", "green", "blue" ]  
mylist.reverse()  
print(mylist) → [ "blue", "green", "red" ]
```

- Reverse mutates the list!
 - ▶ So the original order is lost.
- And doesn't return a value.
 - ▶ So *don't* assign back into the list:
`mylist = mylist.reverse()` # ERROR: `mylist = None`
 - ▶ If you need a *new* reversed copy, use:
`backwards = list(reversed(mylist))`
 - ★ `mylist` is unchanged.
- Note the differences:
 - ▶ `reverse` is a method that mutates the list.
 - ▶ `reversed` is a function that returns a new sequence.
 - ★ Not actually a list—convert with `list(...)`

Sorting a list

You can also sort a list with the `sort` method.

Sorting a list

You can also sort a list with the `sort` method.

- Defaults to ascending order.

```
scores = [ 75, 63, 92 ]
```

```
scores.sort()
```

```
print(scores) → [ 63, 75, 92 ]
```

Sorting a list

You can also sort a list with the `sort` method.

- Defaults to ascending order.

```
scores = [ 75, 63, 92 ]
```

```
scores.sort()
```

```
print(scores) → [ 63, 75, 92 ]
```

- On strings, that means alphabetic order:

```
poets = [ "Coleridge", "Neruda", "Hughes", "Eliot" ]
```

```
poets.sort()
```

```
print(poets)
```

```
→ [ "Coleridge", "Eliot", "Hughes", "Neruda" ]
```

Sorting a list

You can also sort a list with the `sort` method.

- Defaults to ascending order.

```
scores = [ 75, 63, 92 ]
```

```
scores.sort()
```

```
print(scores) → [ 63, 75, 92 ]
```

- On strings, that means alphabetic order:

```
poets = [ "Coleridge", "Neruda", "Hughes", "Eliot" ]
```

```
poets.sort()
```

```
print(poets)
```

```
→ [ "Coleridge", "Eliot", "Hughes", "Neruda" ]
```

- Can do descending order instead:

```
scores.sort(reverse = True)
```

```
print(scores) → [ 92, 75, 63 ]
```

Sorting a list

You can also sort a list with the `sort` method.

- Defaults to ascending order.

```
scores = [ 75, 63, 92 ]
```

```
scores.sort()
```

```
print(scores) → [ 63, 75, 92 ]
```

- On strings, that means alphabetic order:

```
poets = [ "Coleridge", "Neruda", "Hughes", "Eliot" ]
```

```
poets.sort()
```

```
print(poets)
```

```
→ [ "Coleridge", "Eliot", "Hughes", "Neruda" ]
```

- Can do descending order instead:

```
scores.sort(reverse = True)
```

```
print(scores) → [ 92, 75, 63 ]
```

- To make a new sorted list and keep the original:

```
ascending = sorted(scores) # Doesn't mutate
```

Sorting a list

You can also sort a list with the `sort` method.

- Defaults to ascending order.

```
scores = [ 75, 63, 92 ]
```

```
scores.sort()
```

```
print(scores) → [ 63, 75, 92 ]
```

- On strings, that means alphabetic order:

```
poets = [ "Coleridge", "Neruda", "Hughes", "Eliot" ]
```

```
poets.sort()
```

```
print(poets)
```

```
→ [ "Coleridge", "Eliot", "Hughes", "Neruda" ]
```

- Can do descending order instead:

```
scores.sort(reverse = True)
```

```
print(scores) → [ 92, 75, 63 ]
```

- To make a new sorted list and keep the original:

```
ascending = sorted(scores) # Doesn't mutate
```

- ▶ `scores` is unchanged.

- ▶ Similar to the difference between `reverse` and `reversed`.

Sorting a list

You can also sort a list with the `sort` method.

- Defaults to ascending order.

```
scores = [ 75, 63, 92 ]
```

```
scores.sort()
```

```
print(scores) → [ 63, 75, 92 ]
```

- On strings, that means alphabetic order:

```
poets = [ "Coleridge", "Neruda", "Hughes", "Eliot" ]
```

```
poets.sort()
```

```
print(poets)
```

```
→ [ "Coleridge", "Eliot", "Hughes", "Neruda" ]
```

- Can do descending order instead:

```
scores.sort(reverse = True)
```

```
print(scores) → [ 92, 75, 63 ]
```

- To make a new sorted list and keep the original:

```
ascending = sorted(scores) # Doesn't mutate
```

- ▶ `scores` is unchanged.

- ▶ Similar to the difference between `reverse` and `reversed`.

Lists and assignments

The slots in a Python list work like variables.

- They refer to (point to) objects:
 - ▶ A list is like a box of fingers

Lists and assignments

The slots in a Python list work like variables.

- They refer to (point to) objects:
 - ▶ A list is like a box of fingers (eww)

Lists and assignments

The slots in a Python list work like variables.

- They refer to (point to) objects:
 - ▶ A list is like a box of fingers (eww)
- They can be assigned to, making them refer to new values.
`colors[0] = "purple"`

Lists and assignments

The slots in a Python list work like variables.

- They refer to (point to) objects:
 - ▶ A list is like a box of fingers (eww)
- They can be assigned to, making them refer to new values.
`colors[0] = "purple"`
 - ▶ This is mutation! Doesn't work with strings!

Lists and assignments

The slots in a Python list work like variables.

- They refer to (point to) objects:
 - ▶ A list is like a box of fingers (eww)
- They can be assigned to, making them refer to new values.
`colors[0] = "purple"`
 - ▶ **This is mutation! Doesn't work with strings!**
 - ▶ A function that takes a list parameter can change the list this way.
 - ▶ ... mutating the original list argument.

Lists and assignments

The slots in a Python list work like variables.

- They refer to (point to) objects:
 - ▶ A list is like a box of fingers (eww)
- They can be assigned to, making them refer to new values.
`colors[0] = "purple"`
 - ▶ **This is mutation! Doesn't work with strings!**
 - ▶ A function that takes a list parameter can change the list this way.
 - ▶ ... mutating the original list argument.
 - ▶ When you get the box, you get all the fingers inside it.

Lists and assignments

The slots in a Python list work like variables.

- They refer to (point to) objects:
 - ▶ A list is like a box of fingers (eww)
- They can be assigned to, making them refer to new values.
`colors[0] = "purple"`
 - ▶ **This is mutation! Doesn't work with strings!**
 - ▶ A function that takes a list parameter can change the list this way.
 - ▶ ... mutating the original list argument.
 - ▶ When you get the box, you get all the fingers inside it.
 - ★ But not the finger that points at the box.
 - ★ Assigning to the *whole list* won't change the original.

Lists and assignments

The slots in a Python list work like variables.

- They refer to (point to) objects:
 - ▶ A list is like a box of fingers (eww)
- They can be assigned to, making them refer to new values.
`colors[0] = "purple"`
 - ▶ **This is mutation! Doesn't work with strings!**
 - ▶ A function that takes a list parameter can change the list this way.
 - ▶ ... mutating the original list argument.
 - ▶ When you get the box, you get all the fingers inside it.
 - ★ But not the finger that points at the box.
 - ★ Assigning to the *whole list* won't change the original.
- Can't assign into a slot that doesn't exist!
 - ▶ It is an error if the index is \geq the length.
 - ▶ Need `append` instead.

Lists and assignments

The slots in a Python list work like variables.

- They refer to (point to) objects:
 - ▶ A list is like a box of fingers (eww)
- They can be assigned to, making them refer to new values.
`colors[0] = "purple"`
 - ▶ **This is mutation! Doesn't work with strings!**
 - ▶ A function that takes a list parameter can change the list this way.
 - ▶ ... mutating the original list argument.
 - ▶ When you get the box, you get all the fingers inside it.
 - ★ But not the finger that points at the box.
 - ★ Assigning to the *whole list* won't change the original.
- Can't assign into a slot that doesn't exist!
 - ▶ It is an error if the index is \geq the length.
 - ▶ Need `append` instead.

Lists, mutability, aliasing

Remember aliasing from when we looked at the graphics package.

- Aliasing happens with all mutable objects.

Lists, mutability, aliasing

Remember aliasing from when we looked at the graphics package.

- Aliasing happens with all mutable objects.
- It is possible to have two variables referring to the very same list.
 - ▶ Arguments and parameters, for example.
 - ▶ Or by assignment.

Lists, mutability, aliasing

Remember aliasing from when we looked at the graphics package.

- Aliasing happens with all mutable objects.
- It is possible to have two variables referring to the very same list.
 - ▶ Arguments and parameters, for example.
 - ▶ Or by assignment.
- If so, mutations to one variable will be reflected in the alias.

```
testscores = [ 84, 100, 78 ]
```

```
myscores = testscores
```

```
myscores.append(96)
```

```
print(testscores) → [ 84, 100, 78, 96 ]
```

Lists, mutability, aliasing

Remember aliasing from when we looked at the graphics package.

- Aliasing happens with all mutable objects.
- It is possible to have two variables referring to the very same list.
 - ▶ Arguments and parameters, for example.
 - ▶ Or by assignment.

- If so, mutations to one variable will be reflected in the alias.

```
testscores = [ 84, 100, 78 ]
```

```
myscores = testscores
```

```
myscores.append(96)
```

```
print(testscores) → [ 84, 100, 78, 96 ]
```

- Often you want the two variables to be independent.
 - ▶ You need to “break the alias”
 - ★ That was the purpose of the graphics shape `clone` method.

Lists, mutability, aliasing

Remember aliasing from when we looked at the graphics package.

- Aliasing happens with all mutable objects.
- It is possible to have two variables referring to the very same list.
 - ▶ Arguments and parameters, for example.
 - ▶ Or by assignment.

- If so, mutations to one variable will be reflected in the alias.

```
testscores = [ 84, 100, 78 ]
```

```
myscores = testscores
```

```
myscores.append(96)
```

```
print(testscores) → [ 84, 100, 78, 96 ]
```

- Often you want the two variables to be independent.
 - ▶ You need to “break the alias”
 - ★ That was the purpose of the graphics shape `clone` method.
 - ▶ There are two ways to clone a list:
 - ★ Use a whole-list slice: `newcopy = orig[:]`
 - ★ Or the built-in copy method: `newcopy = orig.copy()`

Lists, mutability, aliasing

Remember aliasing from when we looked at the graphics package.

- Aliasing happens with all mutable objects.
- It is possible to have two variables referring to the very same list.
 - ▶ Arguments and parameters, for example.
 - ▶ Or by assignment.

- If so, mutations to one variable will be reflected in the alias.

```
testscores = [ 84, 100, 78 ]
```

```
myscores = testscores
```

```
myscores.append(96)
```

```
print(testscores) → [ 84, 100, 78, 96 ]
```

- Often you want the two variables to be independent.
 - ▶ You need to “break the alias”
 - ★ That was the purpose of the graphics shape `clone` method.
 - ▶ There are two ways to clone a list:
 - ★ Use a whole-list slice: `newcopy = orig[:]`
 - ★ Or the built-in copy method: `newcopy = orig.copy()`
 - ★ Now copy and orig point to two different lists...
 - ★ ...but those lists hold the same values.

Lists, mutability, aliasing

Remember aliasing from when we looked at the graphics package.

- Aliasing happens with all mutable objects.
- It is possible to have two variables referring to the very same list.
 - ▶ Arguments and parameters, for example.
 - ▶ Or by assignment.

- If so, mutations to one variable will be reflected in the alias.

```
testscores = [ 84, 100, 78 ]
```

```
myscores = testscores
```

```
myscores.append(96)
```

```
print(testscores) → [ 84, 100, 78, 96 ]
```

- Often you want the two variables to be independent.
 - ▶ You need to “break the alias”
 - ★ That was the purpose of the graphics shape `clone` method.
 - ▶ There are two ways to clone a list:
 - ★ Use a whole-list slice: `newcopy = orig[:]`
 - ★ Or the built-in copy method: `newcopy = orig.copy()`
 - ★ Now copy and orig point to two different lists...
 - ★ ...but those lists hold the same values.

How to create a list

We've seen several different ways we can make a list:

- Hard-code it: `lst = [1, 2, 3]`

How to create a list

We've seen several different ways we can make a list:

- Hard-code it: `lst = [1, 2, 3]`
- Start out empty and append:
`lst = []`
`lst.append(1)`
`lst.append(2)`

How to create a list

We've seen several different ways we can make a list:

- Hard-code it: `lst = [1, 2, 3]`
- Start out empty and append:
`lst = []`
`lst.append(1)`
`lst.append(2)`
 - ▶ Useful as an accumulator.

How to create a list

We've seen several different ways we can make a list:

- Hard-code it: `lst = [1, 2, 3]`

- Start out empty and append:

```
lst = []
```

```
lst.append(1)
```

```
lst.append(2)
```

- ▶ Useful as an accumulator.

- Start out empty and concatenate:

```
lst = []
```

```
lst += [1]
```

```
lst += [2]
```

How to create a list

We've seen several different ways we can make a list:

- Hard-code it: `lst = [1, 2, 3]`
- Start out empty and append:
`lst = []`
`lst.append(1)`
`lst.append(2)`
 - ▶ Useful as an accumulator.
- Start out empty and concatenate:
`lst = []`
`lst += [1]`
`lst += [2]`
- Split a string: `lst = "one two three".split()`

How to create a list

We've seen several different ways we can make a list:

- Hard-code it: `lst = [1, 2, 3]`
- Start out empty and append:
`lst = []`
`lst.append(1)`
`lst.append(2)`
 - ▶ Useful as an accumulator.
- Start out empty and concatenate:
`lst = []`
`lst += [1]`
`lst += [2]`
- Split a string: `lst = "one two three".split()`
- Replication: `lst = [0] * 100`
 - ▶ Makes a list with 100 copies of 0.

How to create a list

We've seen several different ways we can make a list:

- Hard-code it: `lst = [1, 2, 3]`
- Start out empty and append:
`lst = []`
`lst.append(1)`
`lst.append(2)`
 - ▶ Useful as an accumulator.
- Start out empty and concatenate:
`lst = []`
`lst += [1]`
`lst += [2]`
- Split a string: `lst = "one two three".split()`
- Replication: `lst = [0] * 100`
 - ▶ Makes a list with 100 copies of 0.