Introduction to:
Computers & Programming:
Sequences in Python
Part 2

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Outline

• Lists: Reviewing and Elaborating
• Lists for different types of problems
• Ordering Sequences
• Summary
• Homework
Lists: Overview

• Sequence of elements of any type (called arrays in other languages)

• Python Syntax: elements in square brackets separated by commas

• Indexes and Slices – like all sequences
  – `my_list = ['the','big','cheese','sandwich']`
  – `my_list[0] → 'the'`
  – `my_list [-1] → 'sandwich'`
  – `my_list [2:] → ['cheese','sandwich']`
  – `my_list[:2] → ['the','big'']`
  – `my_list[1:3] → ['big','cheese']`

• Mutable (unlike previous data types we discussed)
  – `my_list.append('is')`
  – `my_list.extend(['on','the','plate'])`
  – `my_list[0]='The'`
  – `my_list → ['The','big','cheese','sandwich','is','on','the','plate']`

• To produce a copy of a list (not a pointer to the same list)
  – `copy_list = my_list[:]   ## a slice that goes from the beginning to the end`
Mutability: Test Lists to Predict Behavior

- Two variables can point to the same list (changing the list will change both values)
  - `Abc = [1]`
  - `Abd = Abc`
  - `Abc.append(1)`
  - `Abd → [1,1]`

- Functions can change lists
  - `def add_2(inlist):
    
      # the variable inlist is local, but the list it points to is not
      inlist.append(2)

    add_2(Abd)
    Abd → [1,1,2]`

- Be careful of the repetition operators repeat lists, they don't copy them
  - `Abc = [1]*3`
    - `Abc → [1, 1, 1]`  # 3 copies of the integer 1
  - `efg = [[1,2,3]]*3`
    - `Efg → [[1,2,3],[1,2,3],[1,2,3]]`  # 3 pointers to the same exact list
    - `Efg[2][0] = 'banana'`
    - `Efg → [['banana', 2, 3], ['banana', 2, 3], ['banana', 2, 3]]`
Other List-Like Structures in Python

- **Tuples** – dealt with peripherally in this class
  - Round brackets instead of square
  - Unmutable, act more like strings
  - Not used as much as lists

- **Sets** – dealt with peripherally in this class
  - Curly brackets instead of square
  - Not sequences, order doesn't matter
  - No duplicate elements
  - Standard set operations (subset, superset, etc.)

- **Dictionaries** – covered later in the semester
  - Like sets, except sets of keys and values
  - Values can be “looked up” by using keys
  - Implementation of hash tables
Program File: dog_instructions.py

- http://cs.nyu.edu/courses/fall15/CSCI-UA.0002-007/dog_instructions.py

- Imports functions & variables from
  http://cs.nyu.edu/courses/fall15/CSCI-UA.0002-007/turtle_dog.py
  
  - Put in same directory

- Var1, var2, var3, … = list_or_tuple

- 2 kinds of lists used for drawing dogs:
  
  - List of different variable values – a record of a sort
  
  - List of lists = sets of instructions
Examples with Lists as Records

- [name, id_number, hw_grade, test1_grade, test2_grade, test3_grade]
  - For each student, printout a statement including: their name, student_number and average (weighted average)

- [team_name, wins, losses, ties]
  - Print each team name followed by a score equal to (wins+1/2 ties)/total_number_of_games

- [item_number, description, price, net_weight, review_score]
  - Sort list of lists in 2 ways – list.sort sorts the list
  - Sort by products by review_scores – put review_score first in list before sorting
  - Sort by price – put price first before before sorting

- In order to use a list in this way, your programs must be consistent with certain positions in the list having certain purposes, as suggested by the variable names
Comparing Objects

- Operators <, >, <=, >= are defined for numbers, strings and some lists (or tuples)
- For numbers, they have the expected interpretations
- Characters ordered based on unicode numbers:
  - \([\text{ord('1')}, \text{ord('A')}, \text{ord('a')}] \rightarrow [49, 65, 97]\)
  - '1'<'A' \rightarrow \text{True}
  - 'A'<'a' \rightarrow \text{True}
  - 'a'<'1' \rightarrow \text{False}
- True > False
- Orders of Sequences based on the order of their parts
Sequences Ordered Lexographically

- The > operator is defined approximately as follows:
  
  ```python
  def seq_greater_than(seq1, seq2):
      length = min(len(seq1), len(seq2))
      for index in range(length):
          if seq1[index] < seq2[index]:
              return(True)
          elif seq2[index] < seq1[index]:
              return(False)
      if len(seq1) > len(seq2):
          return(True)
      else:
          return(False)
  ```

- Compares sequences one item at a time from the beginning
- Alphabetic order is a type of lexicographic order
Comparing Sequences

- '456' > '1234' → True
  - '4' (52) comes after '1' (49) in the unicode table
- 'Zebra' < 'ant' → True
  - 'Z' (90) comes before 'a' (97) in the unicode table
- 'ch ick' < 'chick' → True
  - ' ' (32) comes before 'i' (105) in the unicode table
- [1,3,4] < [1,5,6] → True
  - Based on the first different item
- [55, 'chicken', 'blah', 'blah', 'blah'] > [55,'chicken','blah'] → True
  - Sequential elements are the same, but first is longer
- [True,True,False] < [True,True,True] → True
  - The left list has the first False matching a True
- [55, 'chicken'] > [55, 45] → Error
  - First items are the same, second items are not compatible
Sorting lists

• Sorting implies comparison using \( \leq \)

• List1 = \([-20, 45, 13, 1, 25.1]\)
  - List1.sort()
  - List1 \(\rightarrow\) \([-20, 1, 13, 25.1, 45]\)
  - Numbers sorted from lowest to highest number (integers and floats can be compared)

• List2 = ['abc', '123', 'efg', 'ABC', 'EFG']
  - List2.sort()
  - ['123', 'ABC', 'EFG', 'abc', 'efg']

• List3 = [[2, 'chicken'], [45, 'duck'], [-50, 'ox'], [150, 'emu'], [50, 'calf']]
  - List3.sort()
  - [[-50, 'ox'], [2, 'chicken'], [45, 'duck'], [50, 'calf'], [50, 'emu']]  
  - Lists of lists are sorted by first elements, then second elements, etc.

• List4 = [1, 'chicken', ['abc', 5]]
  - List4.sort() ## causes an error because string 'chicken' cannot be compared to number 5
Max and Min

• Like sort, they use the <= and >=
• Like sort, they use lexicographic order for sequences
• max('abcd Ghhau &') → 'u'
• min('012345') → '0'
• max(['$%^&*%^%$','abc','XYZ']) → 'abc'
• max([True,True,False,True,True]) → True
• min(['abc',99,True]) → error
Controlling Sequence Comparisons by Using a Score

• You classified homework as follows:
  – [SUBJECT, Days_until_due, Maj_Min_Elect, hours]

• Now you want to order it favoring
  – Major < Minor < Elective
  – Fewer hours < More hours
  – Fewer Days_until_due < More Days_until_due

• You can make up a score based on these attributes and sort according to that score:

• http://cs.nyu.edu/courses/spring16/CSCI-UA.0002-004/homework_sort.py
Text Version of Tic Tac Toe: Slide 1

- [http://cs.nyu.edu/courses/spring16/CSCI-UA.0002-004/tic_tac_toe.py](http://cs.nyu.edu/courses/spring16/CSCI-UA.0002-004/tic_tac_toe.py)
- Initialize list of rows to represent board
  
  ```python
  for num in range(3):
      row = ['_']*3  ## creates a new list each iteration
      rows.append(row)
  ```

  ```
  for row in rows:  ##
    
    print(row)  ## looks like a tic tac toe board
    ['_', '_', '_']
    ['_', '_', '_']
    ['_', '_', '_']
    ```

- Game: Take turns filling in X or O, trying to get 3 in a row
- Each position can be identified by indexes,
  - `Rows[0][1]` → 1st row, 2nd position (or 2nd column)
Text Version of Tic Tac Toe – Slide 2

• 'X' and 'Y' take turns
  – Each turn results in filling in one position
  – A turn can result in X or O winning
  – If 9 turns pass and nobody won, it is a draw

• `go_tic_tac_toe_turn(player, rows)`
  – Player is X or O
  – Player is queried about where he/she wants to go
  – The list of lists that row points to is modified
  • The variable `rows` is local, but the list it points to can be changed because lists are mutable
Text Version of Tic Tac Toe – Slide 3

go_tic_tac_toe

• Player Input
  – Player provides row and column (1, 2 or 3)
  – '1', '2','3' are the only permitted answers
  – A player cannot chose a position already occupied by 'X' or 'O'

• Program prints the board after player goes

• Checks for winning condition and returns 'X' or 'O' if the player wins
  – All items in row match 'X' (or 'O')
  – The same index in each row match 'X' or 'O' (a column)
  – A diagonal: the middle plus opposing corners (2 cases)
The Turtle Version of Tic Tac Toe

- The text version plus additional elements
- Draws the board on turtle.Screen and records in a list the X,Y coordinates of the centers of each of the 9 board positions on the board
- `go_turtle_tic_tac_toe_turn`
  - Like `go_tic_tac_toe_turn`, except also moves turtle to center of position on board and draws X or O
- Writes win or draw message on turtle.Screen
List of Lists Representing Structure (AKA 2 dimensional Lists)

- Tic Tac Toe rows[row_num][col_num]
  - A way of representing X and Y in a grid
  - Could also be used to represent X and Ys for turtle programs
- NYCStreets[X,Y] – for numbered Streets and Avenues in NYC (simplified)
  - Streets[4][6] → 'Waverly Theater'
- Wins = [['Mets','win','lose','win','win'],
          ['lose','Yankees','win','win','win'],
          ['win','lose','Bears','lose','lose'],
          ['lose','lose','win','Senators','win'],
          ['lose','lose','win','lose','Clowns']]
More 2-D Lists

• Paragraph1 = [['John','saw','Mary','.'],['Mary','saw','John','.'] … ]
  – Paragraph1[0][2] → 'Mary'
  • The first sentence, second word

• Playing_Cards = [[[A', 'C'], [A', 'D'], [A' 'H'], [A', 'S']].
  [[3', 'C'], [3', 'D'], [3', 'H'], [3', 'S']]
  …
  [[K', 'C'], [K', 'D'], [K', 'H'], [K', 'S']]
  – Playing Cards[1][3] → [2', 'S']
Summary

• Python's List Data structure
  – Is mutable
  – list any kind of element in a sequence
• Lists are used to represent records, tables of data, and other multi-dimensional objects
• Python defines <, >, <=, >= for many data types.
• Sequences use these definitions lexicographically
• Sort, max, min and other functions assume these orderings as well
• A Score Function provides 1 means to sort data according to your own definition.
Intro to: Computers & Programming: 
Loops in Python
CSCI-UA.0002

Homework

• http://cs.nyu.edu/courses/spring16/CSCI-UA.0002-004/hw7.html