



Python Programming

Lecture 4 Dictionaries, Tuples

4.1 Dictionaries (字典)

- A dictionary is like a list, but more general. In a list, the index positions have to be integers; in a dictionary, the indices can be (almost) any type. You can think of a dictionary as a mapping between a set of indices (which are called **keys**) and a set of **values**. In general, the order of items in a dictionary is **unpredictable**.

```
1 >>> x = {'one': 'apple', 'two': 'banana', 'three': 'orange'}
2
3 >>> print(x['two'])
4 'banana'
5
6 >>> len(x)
7 3
8 >>> x = {} #This is False
```

- The **in** operator is used to check whether a specified key exists in a dictionary. It returns True if the key is present in the dictionary and False otherwise. To check if a value exists, you must explicitly search in `dictionary.values()`.

```
1 >>> x = {'one': 'apple', 'two': 'banana', 'three': 'orange'}
2 >>> print('one' in x)
3 True
4 >>> print('uno' in x)
5 False
6 >>> print('orange' in x.values())
7 True
```

- To create a dictionary, start with an empty one, and add the key-value pairs. The keys should be immutable and there is no repeated key. **Lists or dictionaries cannot be keys.**

```
1 >>> alien = {}
2 >>> alien['color'] = 'green'
3 >>> alien['points'] = 5
4 >>> print(alien)
5 {'color': 'green', 'points': 5}
```

- Modifying and Removing Values in a Dictionary

```
1 >>> alien['color'] = 'yellow'
2 >>> print(alien)
3 {'color': 'yellow', 'points': 5}
```

```
1 >>> del alien['points']
2 >>> print(alien)
3 {'color': 'yellow'}
```

- Merge two dictionaries

```
1 >>> a = { 'x' : 1 , 'y' : 2 }
2 >>> b = { 'z' : 4 }
3 >>> print(a|b)
4 {'x': 1, 'y': 2, 'z': 4}
```

```
1 >>> a = { 'x' : 1 , 'y' : 2 }
2 >>> b = { 'y' : 3 , 'z' : 4 }
3 >>> print(a|b)
4 {'x': 1, 'y': 3, 'z': 4}
```

Methods of Dictionary

```
1 >>> stuff = {}  
2 >>> dir(stuff)
```

```
1 ['__class__', '__class_getitem__', '__contains__', '__delattr__', '__delitem__',  
2  '__dir__', '__doc__', '__eq__', '__format__', '__ge__', '__getattr__',  
3  '__getitem__', '__gt__', '__hash__', '__init__', '__init_subclass__', '__ior__',  
4  '__iter__', '__le__', '__len__', '__lt__', '__ne__', '__new__', '__or__',  
5  '__reduce__', '__reduce_ex__', '__repr__', '__reversed__', '__ror__',  
6  '__setattr__', '__setitem__', '__sizeof__', '__str__', '__subclasshook__',  
7  'clear', 'copy', 'fromkeys', 'get', 'items', 'keys', 'pop', 'popitem',  
8  'setdefault', 'update', 'values']
```

```
1 >>> help(type(stuff).get)  
2 Help on method_descriptor:  
3  
4 get(self, key, default=None, /)  
5     Return the value for key if key is in the dictionary, else default.
```

- Dictionaries have a method called `.get()` that takes a key and a default value.

```
1 >>> counts = { 'chuck' : 1 , 'annie' : 42, 'jan': 100}
2 >>> print(counts.get('jan', 0)) #0 is the default value
3 100
4 >>> print(counts.get('anni', 1550))
5 1550
```

- Suppose you are given a list and you want to count how many times each letter appears.

```
1 word_list = ['b','a','n','a','n','a']
2 d = {}
3 for c in word_list:
4     d[c] = d.get(c,0) + 1
5 print(d)
```

```
{'b': 1, 'a': 3, 'n': 2}
```



Looping Through Dictionary

.items(), .keys(), .values()

```
1 favorite={'jen':'python','sarah':'c','edward':'ruby'}
2
3 for x, y in favorite.items():
4     print(x, y)
5 # Looping through all key-value pairs
```

jen python
sarah c
edward ruby

```
1 for y in favorite.values():
2     print(y)
3 # Looping through all values
```

python
c
ruby

```
1 for x in favorite.keys():
2     print(x)
3 # Looping through all keys
```

jen
sarah
edward

Nesting

- You can nest a set of dictionaries inside a list, a list of items inside a dictionary, or even a dictionary inside another dictionary. **A list or a dictionary cannot be the key (The key should be immutable).**
- Dictionaries in a list

```
1 alien_0 = {'color': 'green', 'points': 5}
2 alien_1 = {'color': 'yellow', 'points': 10}
3 alien_2 = {'color': 'red', 'points': 15}
4
5 aliens = [alien_0, alien_1, alien_2]
```

- A List in a Dictionary

```
1 pizza = {
2     'crust': 'thick',
3     'toppings': ['mushrooms', 'extra cheese'],
4 }
5 print(pizza['crust'], pizza['toppings'][1])
```

```
thick extra cheese
```

- A dictionary in a dictionary

```
1 users = {  
2     'aeinstein': {  
3         'first': 'albert',  
4         'last': 'einstein',  
5         'location': 'princeton',  
6     },  
7  
8     'mcurie': {  
9         'first': 'marie',  
10        'last': 'curie',  
11        'location': 'paris',  
12    },  
13 }
```

```
1 full_name = users['aeinstein']['first']+" "+users['aeinstein']['last']  
2 location = users['aeinstein']['location']  
3  
4 print("Full name: " + full_name)  
5 print("Location: " + location)
```

```
Full name: Albert Einstein  
Location: Princeton
```

Dictionaries: Summary

- Elements are key-value pairs. Empty dictionary is {}.
- Features: lists or dictionaries cannot be keys. Do not make repeated keys.
- The "in" operator works on keys (but you can use `.values()`)
- Method: `get` (value or default value)
- Looping: `.items()`, `.keys()`, `.values()`
- Nesting: A list of dictionaries, a list in a dictionary, a dictionary in a dictionary

4.2 Money Tracker (简易记账本)

Objective: require users to enter expenses one by one, and report the total expenses

Step 1: Create a list containing dictionaries

```
1 print("简易记账本(March)")
2 March = []
3 for date in range(31):
4     March.append({})
```

Step 2: Require users to enter the date

```
1 day = int(input("请问输入几号的开销? \n"))
```

Step 3: Enter the expenses one by one

```
1 print("请输入每一笔开销，结束请输入0:\n")
2 while True:
3     each = float(input("请输入金额:\n"))
4     if each == 0:
5         break
6     else:
7         type = input("请选择类型: a.衣 b.食 c.住 d.行 e.其他\n")
8         March[day-1][type] = March[day-1].get(type,0) + each
9         print("记录成功\n")
```

- Multiple days: replace the code in Step 2 (Nested loops)

```
1 while True:
2     day = int(input("请问输入几号的开销？ 结束请输入0:\n"))
3     if day == 0:
4         break
5     else:
6         # all the programs in Step 3
```

- indentation: select programs, **tab** (or space)
- cancel indentation: select programs, **shift + tab**

```
1 total=0
2 for each_day in March:
3     total += sum(each_day.values())
4
5 print("总支出: ", total)
```

```
1 st = {}
2 category = ['a', 'b', 'c', 'd', 'e']
3 for type in category:
4     for each_day in March:
5         st[type] = each_day.get(type,0)+st.get(type,0)
6
7 print("衣: ", st['a'], "食: ", st['b'])
8 print("住: ", st['c'], "行: ", st['d'])
9 print("其他: ", st['e'])
```

4.3 Tuples (元组)

- Lists and tuples are similar, with the only difference being that tuples are **immutable** (不可变).

```
1 >>> t = ('a', 'b', 'c', 'd', 'e')
2
3 >>> t = () #Empty tuple is False
```

- To create a tuple with a single element, you have to include the final comma:

```
1 >>> t1 = ('a',)
2 >>> type(t1)
3 tuple
4
5 >>> t2 = ('a')
6 >>> type(t2)
7 str
```

- Because tuples are immutable, they can be used as dictionary keys.

```
1 >>> d = {}
2 >>> d[('Taylor', 'Swift')] = 100
3 >>> print(d)
4 {('Taylor', 'Swift'): 100}
```

- Most list operators also work on tuples. (编号：从零开始；切片：左闭右开)

```
1 >>> t = ('a', 'b', 'c', 'd', 'e')
2 >>> print(t[0])
3 'a'
4
5 >>> print(t[1:3])
6 ('b', 'c')
```

- Tuples **cannot** be directly assigned or modified; they can only be recreated. (修改：重新创建)

```
1 >>> t[0] = 'A'
2 TypeError: object doesn't support item assignment
3
4 >>> t = ('A',) + t[1:]
5 >>> print(t)
6 ('A', 'b', 'c', 'd', 'e')
```

- If you want to modify a tuple, you can convert it to a list, and then convert it back.

```
1 >>> t = ('a', 'b', 'c', 'd', 'e')
2 >>> s = list(t)
3 >>> s[0] = 'A'
4 >>> t = tuple(s)
```

Other common characteristics of lists and tuples

- Tuples and strings are compared and sorted lexicographically, element by element (the same for lists).

```
1 >>> (0, 1, 2000000) < (0, 3, 4)
2 True
3
4 >>> t = [(2, 4), (0, 1, 2), (0, 3, 4)]
5 >>> t.sort()
6 >>> print(t)
7 [(0, 1, 2), (0, 3, 4), (2, 4)]
```

- Multiple assignment (the same for lists)

```
1 >>> m = ('have', 'fun')
2 >>> x, y = m    #(x, y) = m
3 >>> print(x, y)
4 have fun
5
6 >>> x, y = y, x  #swap
```

- The in operator (the same for lists)

```
1 >>> t = ('a', 'b', 'c', 'd', 'e')
2 >>> print('a' in t)
3 True
```

Nesting of lists and tuples

- Iteration with multiple values (the same for list of lists, tuple of lists)

```
1 t = [('a',1), ('b',2), ('c',3)]
2 # t = [['a',1], ['b',2], ['c',3]]
3 # t = (('a',1), ('b',2), ('c',3))
4
5 for x, y in t:
6     print(x)
7     print(y)
8 # for x in t?
```

- If you want to modify a list inside a tuple, you can directly assign a new value to an individual element of the list. However, you cannot directly assign a new list to replace the existing one in the tuple.

```
1 >>> t = ('a', 'b', ['A', 'B'])
2 >>> t[2][0] = 'X'
3 >>> t[2][1] = 'Y'
4 >>> t
5 ('a', 'b', ['X', 'Y'])
```

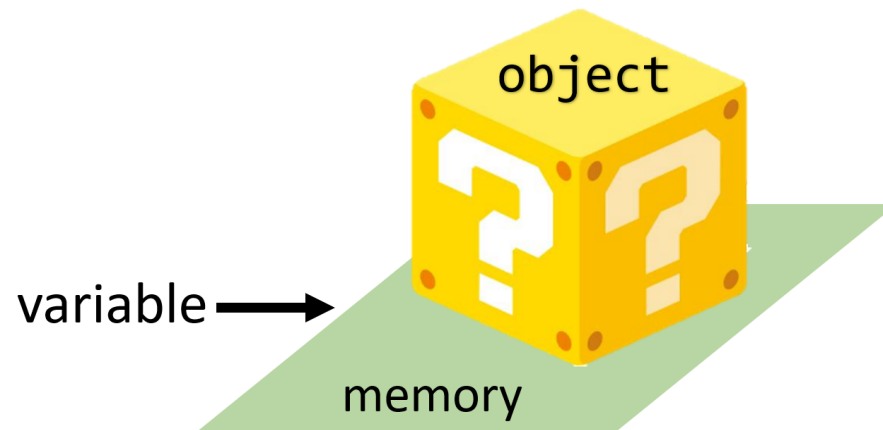
```
1 >>> t = ('a', 'b', ['A', 'B'])
2 >>> t[2] = ['X', 'Y']
3
4 TypeError: 'tuple' object does not support item assignment
```

Tuples: Summary

- The element can be any type. The empty is ().
- Features: Ordered, Repeatable, **Immutable**
- The indices start at 0. Index -1 means the last item. (编号：从零开始)
- In slicing, the start is inclusive, and the end is exclusive. (切片：左闭右开)
- You cannot modify the elements of a tuple by assignment. (修改：重新创建)
- Comparing, multiple assignment, in operator (tuple and list)
- Nesting of lists and tuples. Tuples can be keys of a dictionary.

4.4 Mutable and Immutable (可变和不可变)

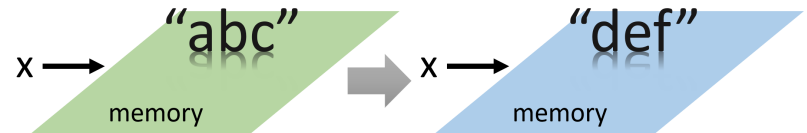
- List: [], ordered, repeatable, mutable (可变的)
- Tuple: (), ordered, repeatable, immutable (不可变的)
- Dictionary: {}, not ordered.
 - Values are repeatable, but keys are not repeatable.
 - Dictionary is mutable (key-value pairs are mutable).
 - Values are mutable, but keys must be immutable.
- Numbers, strings, tuples are immutable. Lists, dictionaries are mutable.
- What does it mean for immutable or mutable?
- 1. Assignment: variable $\rightarrow$ computer memory $\rightarrow$ object



2. Modification

- When you want to modify the immutable object, you can only assign a new object. It changes the address in the memory.

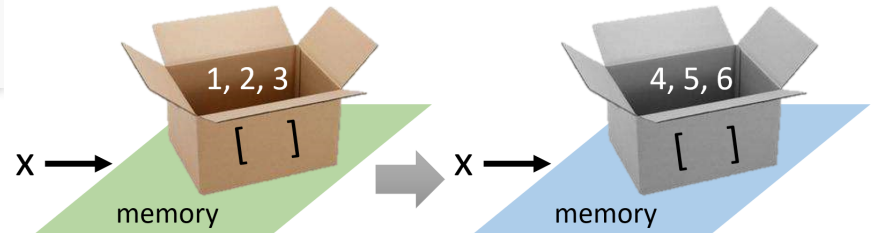
```
1 >>> x = "abc"  
2 >>> x = "def"
```



- There are two ways for you to modify the mutable object. (a) make a new assignment; (b) make a modification by methods for lists or some ways for dictionaries.

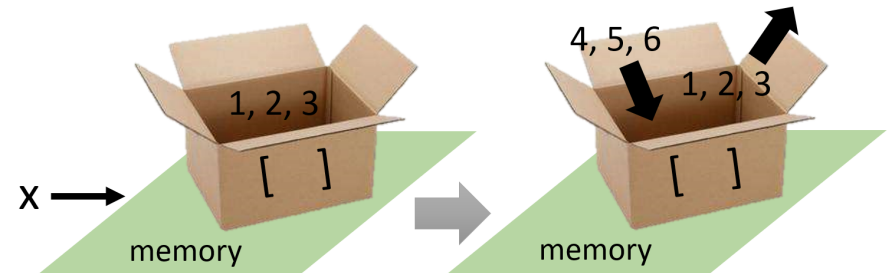
a. make a new assignment

```
1 >>> x = [1, 2, 3]  
2 >>> x = [4, 5, 6]
```



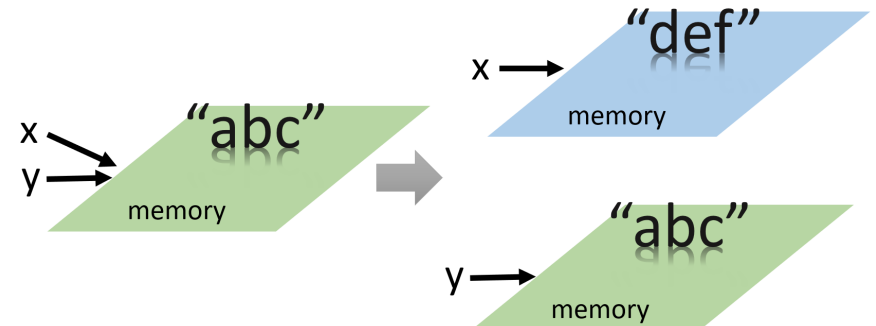
b. make a modification by methods for lists. You do not change the address.

```
1 >>> x = [1,2,3]
2 >>> x.pop()
3 >>> x.pop()
4 >>> x.pop()
5 >>> x.append(4)
6 >>> x.append(5)
7 >>> x.append(6)
```



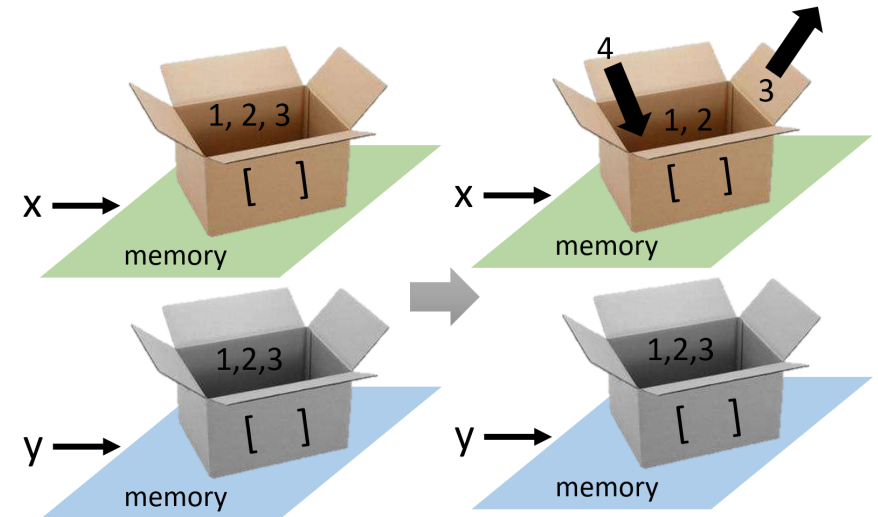
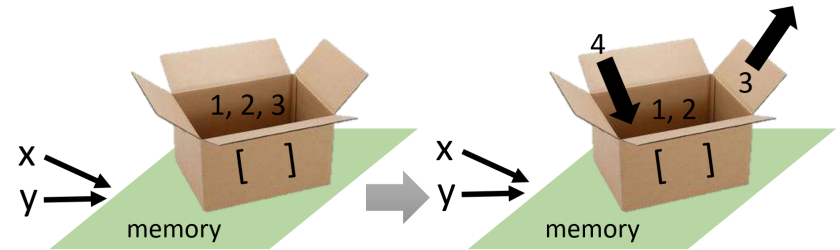
3. Pass by Value

```
1 >>> x = "abc"
2 >>> y = x
3 >>> x = "def"
4 >>> print(y)
5 "abc"
```



```
1 >>> x = [1,2,3]
2 >>> y = x
3 >>> x.pop(2)
4 >>> x.append(4)
5 >>> print(y)
6 [1,2,4]
```

```
1 >>> x = [1,2,3]
2 >>> y = x[:]
3 >>> x.pop(2)
4 >>> x.append(4)
5 >>> print(y)
6 [1,2,3]
```



Summary

- Dictionaries, Tuples
- Reading: Python for Everybody
 - Chapter 9, 10.1-10.5, 10.7-10.8

