Lists

CS 1111 Introduction to Programming Spring 2019

[The Coder's Apprentice, §12]

Overview: Lists

- List = ordered sequence of values
- Mutable data type
- Because of the ordering, an element in a list can be referred by its index.
- Indices start at zero

Ordered Collection

Collection	What it can hold	Syntax to create	Access element	Mutable ?
string	characters	\\ <i>//</i>	[index]	Immutable
range	int	range(start, stop, step) Note: start, stop, step must be int	[index]	Immutable
list	anything, any type	[e1, e2,]	[index]	Mutable

Creating Lists

```
animals = ['cow', 'dog', 'horse'] # create a new list
print(animals)
animals1 = [] # create an empty list
print(animals)
animals1 = ['cow', 'horse']
animals2 = ['dog']
animals3 = animals1 + animals2 # concatenate lists
print(animals3)
```

in

```
list = [5, 7, 9, 11, 15]
print(7 in list)
print(3 in list)
print(3 not in list)
```

in is a keyword and can be used to check if the element is in the list or string before trying to get its index

Accessing Items in Lists

```
animals = ['cow', 'dog', 'horse'] # create a new list

print(animals[2]) # access a particular item

animals[2] = 'duck' # update a particular item

print(animals[0]) # indices start from zero

print(animals[-1]) # negative numbers start

from the end of the list

print('The ' + animals[0] + ' and the ' + animals[2] + ' sleep in the

barn.')
```

Length of Lists

```
animals = ['dog', 'cat', 'bird']
counter = 0
while counter < len(animals):
    print(animals[counter])
    counter = counter + 1
print(animals)
```

len() returns the length of a list (i.e., the number of
 items in a list)

Adding Items to Lists

```
animals = ['cow', 'dog', 'horse']
                                       # create a new list
animals.append('deer')
                                       # add item to a list
print(animals[2])
                                       # access a particular item
animals[2] = 'duck'
                                       # update a particular item
print(animals[0])
                                       # indices start from zero
print(animals[-1])
                                       # negative numbers start
                                         from the end of the list
print(The' + animals[0] + and the' + animals[2] + sleep in the
barn.')
animals.insert(2, 'pig')
print(animals)
```

append(element) adds an element to the end of a list,
 return None

insert(index, element) adds an element to a
 particular position of a list, return None

Removing Items from Lists

```
animals = ['cow', 'dog', 'horse', 'sheep', 'pig' ]

print(animals)

del animals[3]  # remove by index

print(animals)

print(animals.pop())  # remove the last element, and return its value

print(animals.pop(1))  # remove by index, and return its value

print(animals)

animals.remove('horse')  # remove by item / element

print(animals)
```

del deletes an element at a particular position

pop() removes the last element from the list and return its value

pop(index) removes an element at a particular position and return its value; raise IndexError if an index is out of range

remove(element) removes a particular element, return None; raise ValueError if an element does not exist

Sorting and Reversing

```
animals = ['cow', 'dog', 'horse', 'sheep', 'pig']
animals.sort()
print('sorted animals =', animals)
```

```
# another way to print (notice a space after "=")
print('sorted animals = ' + str(animals))
```

```
animals.reverse()
print('reversed animals = ', animals)
```

sort() rearranges the items of a list (in ascending order),
 return None

reverse () reverses the order of the items in the list, return None

index(element)

```
small = [1, 2, 3]
```

print(small.index(2))

index(element) returns an index of an element,
 raise ValueError if an element is not found

Note: You'll need to check if the element is in the list before trying to get its index

list(collection)

letters = 'ABCDEFG'

print(list(letters))

list(collection) converts a given collection into a list, return a list

Slicing and Returning Part of a List with [:]

```
list = [5, 7, 9, 11, 15]
print(list)
print(list[1:4])
print(list[1:])
print(list[:4])
print(list[:-1])
```

print(type(list[2:4]))

How are Lists Represented in Memory ?

- Primitive types are stored directly
- Complex types (such as lists) are stored indirectly
- Trace through code

```
num = 5
grades = [97, 86, 91, num, 88]
num = 33
big = [23, grades, num, 7]
print(big)
grades[1] = 87
grades.append(6)
big[2] = grades
print(big)
```

- What happens when we assign a variable to a list? (in memory)
 - Only the memory address is assigned; the list is not copied

Tracing through Code with Lists

- <u>Rule 1</u>
 - Variables and items on the heap are stored in separate locations.
- <u>Rule 2</u>
 - A primitive type is stored directly with its variable.
 - A complex type has its variable store a **memory address.**
 - A memory address refers to a location on the heap where the actual data is stored.
- <u>Rule 3</u>
 - Every assignment begins by either creating a variable space (and heap location, if necessary), or emptying out the existing contents of a variable space (**but not the heap!**).
 - Copying either a value or memory address from one box into the other.
 - A variable or memory location must only store either numbers/booleans, or a memory address, **never** the name of a variable.

Tracing through Code with Lists



Output

[23, [97, 86, 91, 5, 88], 33, 7]

[23, [97, 87, 91, 5, 88, 6], [97, 87, 91, 5, 88, 6], 7]

[97, 87, 91, 5, 88, 6]

Two Dimensional List (List of Lists)

list1 = [5, 7, 9, 11, 15] list_of_lists = [['cow', 'horse'], [list], [4, 5, 6]]

print (list_of_lists[0])
print (list_of_lists[0][1])

access a particular list# access a particular item

print(len(list_of_lists))
print(len(list_of_lists[1]))

Summary

- Must know (based on exam2 topic list, as of 03/04/2019)
 - element in 1st
 - lst.append(value)
 - lst.insert(index, value)
 - lst.remove(value)
 - lst.pop(index)
 - lst.sort()
 - lst.index(element)
 - lst[start:end]
 - list(collection)