

# 1 Python Data Types and Structures

**For COMSC 132**

# Python Setup

- Start at **samsclass.info**
- Click **COMSC 132**
- Click **Projects**

## Prepare a Python Environment

*Do at least one of these*


[VP 11: Python 3 on Google Colab](#) (10)


[VP 10: Python 3 Installed Locally](#) (10 extra)

[ML 125: Jupyter Notebook on a Mac M1](#) (10 extra)

# Dynamic Typing

- Python figures out data types at runtime

```
✓ 0s  p = "Hello India"  
q = 10  
r = 10.2  
print(type(p))  
print(type(q))  
print(type(r))  
print(type(12+31j))
```

```
 <class 'str'>  
<class 'int'>  
<class 'float'>  
<class 'complex'>
```

# **Basic Data Types**

# Basic Data Types

- Numeric
- Boolean
- Sequences
  - String
  - Range
  - List
  - Tuples

# Numeric Data Types

- **int**

- Integers like 45 or -25

- **Float**

- With a decimal point, like 3.14

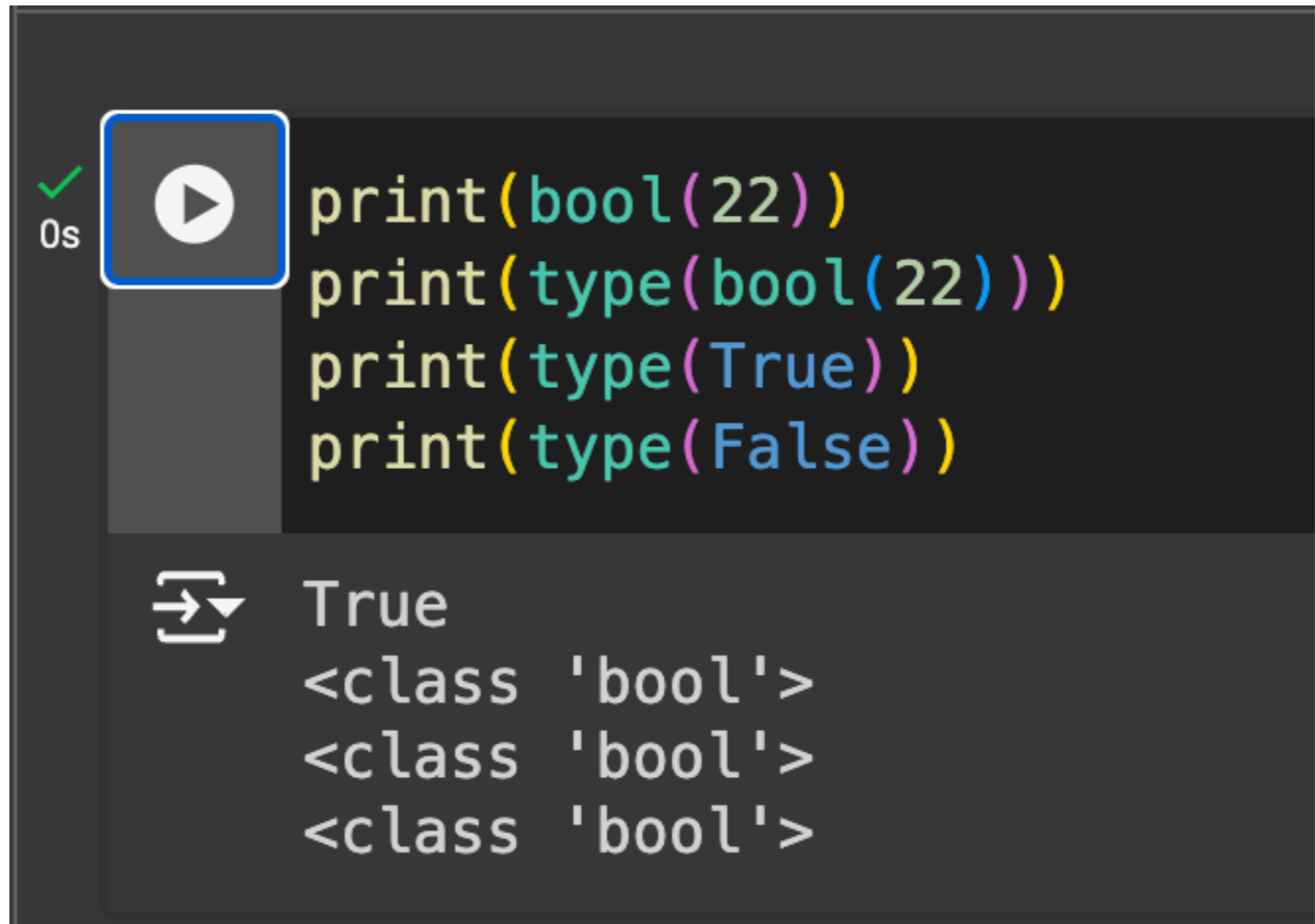
- **Complex**

- $a + ib$


- a and b are floats


# Boolean Data

- Either **true** or **false**
- Any non-zero value is **true**
- Zero is **false**



A terminal window showing the execution of Python code. The code defines a function `bool` that returns `True` for non-zero values and `False` for zero. The code is executed, and the output shows the result of `bool(22)` is `True` and the type of `bool(22)` is `<class 'bool'>`. The output also shows the type of `True` and `False` is `<class 'bool'>`.

```
✓ 0s  print(bool(22))
print(type(bool(22)))
print(type(True))
print(type(False))
```

```
 True
<class 'bool'>
<class 'bool'>
<class 'bool'>
```

# Sequences

- **Strings**
  - Immutable sequence of characters
  - In single, double, or triple quotes

```
str1 = 'foo'
str2 = 'bar'
print(str1 + str2)

# creates a new string object
str1 = str1 + str2
print(str1)

print(str1[0])
str1[0] = "A"
```

```
foobar
foobar
f


-----
TypeError                                 Traceback (most recent call last)
<ipython-input-7-f7c0ee880a99> in <cell line: 10>()
      8
      9 print(str1[0])
----> 10 str1[0] = "A"


TypeError: 'str' object does not support item assignment
```



# Sequences

- **Range**
  - Immutable sequence of numbers

```
✓ 0s  print(list(range(10)))  
print(range(10))  
  
print(range(1,10,2))  
print(list(range(1,10,2)))  
  
print(list(range(20,10,-2)))
```

```
 [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]  
range(0, 10)  
range(1, 10, 2)  
[1, 3, 5, 7, 9]  
[20, 18, 16, 14, 12]
```

# Lists

- Can store duplicate values
- Elements can be of different types
- Mutable

```
✓  
0s [11] a = ['food', 'bus', 'apple', 'queen']  
      print(a)  
  
      mylist = [10, "India", "world", 8]  
      print(mylist)  
  
      # accessing elements in list.  
      print(mylist[1])  
  
      mylist[0] = 'frog'  
      print(mylist)
```

```
⇒ ['food', 'bus', 'apple', 'queen']  
   [10, 'India', 'world', 8]  
   India  
   ['frog', 'India', 'world', 8]
```

# **Membership, Identity, and Logical Operations**

- **Membership operators**
- **Identity operators**
- **Logical operators**

# Membership operators

- **in** and **not in**
- Test to see if a value is in an object
  - Such as a string, list, or tuple

```
✓ [13] mylist = [10, "India", "world", 8]
0s   if 10 in mylist:
      print("10 found in mylist")
      else:
          print("10 not found in mylist")
```

```
⇒ 10 found in mylist
```

# Identity operators

- **is and is not**
- Checks to see if two variables refer to the same object
- Not the same as equality **==**
  - Checks whether two variables have the same value

✓  
0s


```
[15] Firstlist = []  
      Secondlist = []  
      if Firstlist == Secondlist:  
          print("Both are equal")  
      else:  
          print("Both are not equal")  
      if Firstlist is Secondlist:  
          print("Both variables are pointing to the same object")  
      else:  
          print("Both variables are not pointing to the same object")  
      thirdList = Firstlist  
      if thirdList is Secondlist:  
          print("Both are pointing to the same object")  
      else:  
          print("Both are not pointing to the same object")
```




```
Both are equal  
Both variables are not pointing to the same object  
Both are not pointing to the same object
```

# Logical operators

- **AND, OR, and NOT**
- Combine logical operators

```
✓ 0s  a = 32  
b = 132  
if a > 0 and b > 0:  
    print("Both a and b are greater than zero")  
else:  
    print("At least one variable is less than 0")
```

 Both a and b are greater than zero

# Tuples

- Immutable
- Data is ordered
- Duplicate values are allowed
- Elements can be of different types

0s

```
[17] my_tuple = ("Shyam", 23, True, "male")  
      print(my_tuple[0])  
      my_tuple[0] = 1
```



Shyam

```
-----  
TypeError                                 Traceback (most recent call last)  
<ipython-input-17-b29686f7be67> in <cell line: 3>()  
      1 my_tuple = ("Shyam", 23, True, "male")  
      2 print(my_tuple[0])  
----> 3 my_tuple[0] = 1
```

```
TypeError: 'tuple' object does not support item assignment
```



# Complex Data Types

# Complex Data Types

- Dictionary
- Set
- Frozenset

# Dictionary

- A collection of **key:value** pairs
- Unordered
- Key is immutable
- Value can be any object

```
0s  my_dict = {'1': 'data',  
           '2': 'structure',  
           '3': 'python',  
           '4': 'programming',  
           '5': 'language'}  
  
print(my_dict)  
print(my_dict['2'])
```

```
 {'1': 'data', '2': 'structure', '3': 'python', '4': 'programming', '5': 'language'}  
structure
```

# Sets


- Unordered collection of objects
- Iterable, mutable, and has unique objects
- Order is not defined

```
✓ 0s  x1 = set(['and', 'python', 'data', 'structure'])  
print(x1)  
print(type(x1))  
x2 = {'and', 'python', 'data', 'structure'}  
print(x2)  
print(type(x2))
```

```
 {'and', 'python', 'data', 'structure'}  
<class 'set'>  
{'and', 'python', 'data', 'structure'}  
<class 'set'>
```

# Immutable Sets

- Cannot be changed after creation

```
✓ 0s  x = frozenset(['data', 'structure', 'and', 'python'])  
print(x)  
  
 frozenset({'and', 'python', 'data', 'structure'})
```

# Collections module

- Provides **containers**
  - named tuple
  - deque
  - defaultdict
  - ChainMap
  - Counter
  - UserDict, UserList, UserString

# Kahoot!

**Ch 1**