

CS 134

Lists & Mutability

Announcements & Logistics

- **Lab 3** graded feedback will be returned soon: make sure to review it
- **Lab 4 Part 1** is due tonight/tomorrow at 11 pm
 - We will run some tests and return automated feedback
 - **Part 2** is due next week
- **Homework 5** will be posted later today, due Mon at 11pm
 - (Probably) Last HW before the midterm
- **Midterm:** Thur Mar 17 in evening
 - **Review session:** Tue Mar 15 in evening (room TBD)

Do You Have Any Questions?

How to Read GradeSheet.txt

GRADE SHEET FOR CS134 LAB 3 ("Building a Pyt

Requirements of this lab:

0. The toolbox (wordTools.py)

+ Module documentation string (""..."" at top of module)

~ Fixed doctest for canon

- Some other item

1. ...

Grade: **B**

Comments from Graders:

Specific comments you should pay attention to.

+ Good
~ Okay
- Needs work

How to Read Feedback in Code

```
...
```

```
#$ Combine these cases with and:
```

```
#$ if isIsogram(word) and len(word) == 7:
```

```
if isIsogram(word):
```

```
    if len(word) == 7:
```

```
        count += 1
```

```
...
```

How to Read TestResults.txt

Summary

=====

```
test0_wordToolsModified (test1.BasicTests) ..... ok
...
test21_isIsogram (test2.WordToolTests) ..... failed
...
```

Details

=====

Failed: test21_isIsogram (test2.WordToolTests)

```
-----
55     def test21_isIsogram(self):
56         val = isIsogram('Aaron')
57         self.assertEqual(val, False)
-----
```

Line 57 resulted in:

AssertionError: True != False

Last Time

- Reviewed **CSV file reading** and accessing **lists of lists**
- Used our knowledge about lists and loops to analyze “interesting” properties of our data
 - Focused on maintaining the state of variables when looping, and how to update state based on conditionals
 - Example functions: **mostVowels**, **leastVowels**

Today's Plan

- Learn about writing and appending to files
- Review useful list methods that modify the list:
 - `.append()`, `.extend()`,
`.insert()`, `.remove()`, `.pop()`, `.sort()`
- Discuss implications of **mutability** in Python

An Aside: Writing to Files

- We know how to **read from** files
- We can also **write to** files
- We can write all the results that we are computing into a file. To open a **new** file for writing, we use **open** with the mode 'w'.
- Use **.write()** file method to add a string to a file

```
In [65]: fYears = len(yearList(allStudents, 25))
sophYears = len(yearList(allStudents, 24))
jYears = len(yearList(allStudents, 23))
sYears = len(yearList(allStudents, 22))
mostVowelNames = ', '.join(mostVowels(firstNames))
leastVowelNames = ', '.join(leastVowels(firstNames))
```

```
with open('studentFacts.txt', 'w') as sFile:
```

```
    sFile.write('Fun facts about CS134 students:\n') # need newlines
    sFile.write('Students with most vowels in their name: {}'.format(mostVowelNames))
    sFile.write('Students with least vowels in their name: {}'.format(leastVowelNames))
    sFile.write('No. of first years in CS134: {}'.format(fYears))
    sFile.write('No. of sophmores in CS134: {}'.format(sophYears))
    sFile.write('No. of juniors in CS134: {}'.format(jYears))
    sFile.write('No. of seniors in CS134: {}'.format(sYears))
```

String method useful in printing

Format Printing for Python Strings

- A convenient way to build strings with particular form is to use the `.format()` string method

Syntax: `myString.format(*args)`

`*args` means it takes zero or more arguments

- For every pair of braces (`{}`), format **consumes** one argument
- Argument is **implicitly converted to a string** and concatenated with the remaining parts of the format string
- Especially useful in printing to files

```
In [8]: "Hello, you {} world{}".format("silly", '!') # creates a new string
```

```
Out[8]: 'Hello, you silly world!'
```

```
In [9]: print("Hello, {}.".format("you silly world!"))
```

```
Hello, you silly world!.
```

Appending to Files

- If a file already has something in it, opening it in `w` mode again will erase all of its past contents
- We can also **append** something to an **existing** file without erasing the contents. To do that we open in append `a` mode.

```
with open('studentFacts.txt', 'a') as sFile:  
    sFile.write('Goodbye.\n')
```

```
In [63]: cat studentFacts.txt
```

```
Fun facts about CS134 students:  
Students with most vowels in their name: Adelaide, Giulianna.  
No. of first years in CS134: 48.  
No. of sophmores in CS134: 19.  
No. of juniors in CS134: 7  
No. of seniors in CS134: 3  
Goodbye.
```

List Mutability

A quick review of old and new methods that modify a list:

`.append()`, `.extend()`,
`.pop()`, `.insert()`, `.remove()`, `.sort()`

Direct Modification: Element Assignment

`myList[index] = item` : though not a method, an assignment to a specific index can modify a list directly

Example.

```
myList[1] = 7 # assign 7 to index 1 of myList
```

myList Before

[1, 2, 3, 4]

myList After

[1, 7, 3, 4]

append()

`myList.append(item)` : appends item to end of list

Example.

```
myList.append(5) # insert 5 at the end of the list
```

myList Before

[1, 7, 3, 4]

myList After

[1, 7, 3, 4, 5]

extend()

`myList.extend([itemList])`: appends all the items in `itemList` to the end of `myList`.

Example.

```
myList.extend([6, 8]) # insert both 6 and 8 at  
the end of the list
```

myList Before

[1, 7, 3, 4, 5]

myList After

[1, 7, 3, 4, 5, 6, 8]

pop()

`myList.pop(index)`: Removes the item at a **given index** (`int`) **and returns it**. If no index is given, by default, `pop()` removes and returns the **last item** from the list.

Example.

```
val = myList.pop(3)
```

returns

```
val = 4
```

myList Before

```
[1, 7, 3, 4, 5, 6, 8]
```

myList After

```
[1, 7, 3, 5, 6, 8]
```

pop()

`myList.pop(index)`: Removes the item at a **given index** (`int`) **and returns it**. If no index is given, by default, `pop()` removes and returns the **last item** from the list.

Example.

`val = myList.pop()`

No Index

returns

`val = 8`

myList Before

[1, 7, 3, 5, 6, 8]

myList After

[1, 7, 3, 5, 6]

insert()

`myList.insert(index, item)`: inserts item at index (**int**) in `myList`, all items to the right of index shift over to make room

Example.

```
myList.insert(0,11) # insert 11 at index 0
```

myList Before

[1, 7, 3, 5, 6]

myList After

[11, 1, 7, 3, 5, 6]

insert()

`myList.insert(index, item)`: inserts item at index (**int**) in `myList`, all items to the right of index shift over to make room

inserting at an index out of range

Example.

```
myList.insert(10,12) # insert 12 at index 10
```

myList Before

[11, 1, 7, 3, 5, 6]

myList After

[11, 1, 7, 3, 5, 6, 12]

remove()

`myList.remove(item)`: removes first occurrence of **item** from **myList**, all items to the right of removed item shift to the left by one

(Unlike `pop()`, item is not returned!)

Example.

```
myList.remove(12)    # remove 12 from myList
```

myList Before

[11, 1, 7, 3, 5, 6, 12]

myList After

[11, 1, 7, 3, 5, 6]

sort()

`myList.sort(item)`: sorts the list in place in ascending order

Example.

```
myList.sort()    # sort by mutating myList
```

myList Before

[11, 1, 7, 3, 5, 6]

myList After

[1, 3, 5, 6, 7, 11]

Identity and Value

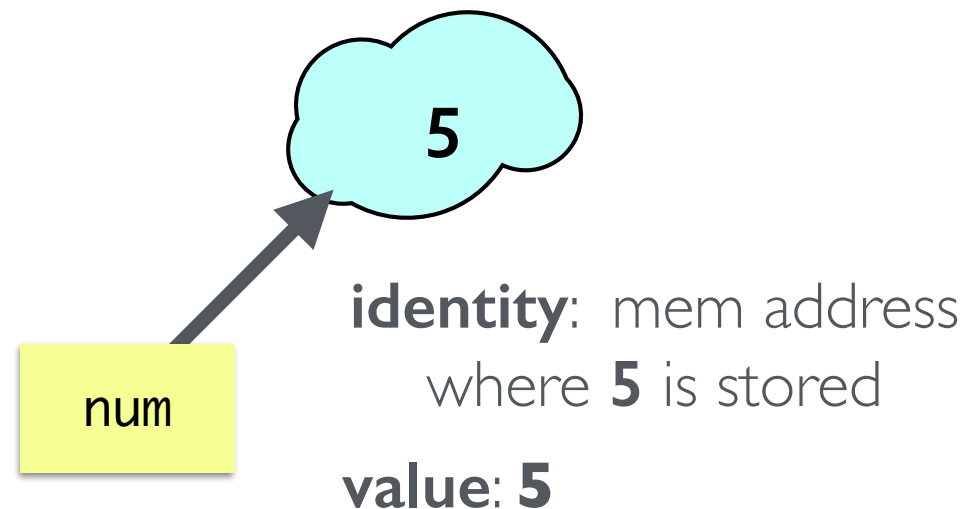
Value vs Identity

- Python is an **object oriented language**: everything is an object!
- An **object's identity** never changes once it has been created; think of it as the object's **address** in memory
 - The `id()` function returns an integer representing an object's identity (or address)
- An **object's value** is the value assigned to the object when it is created

```
In [1]: num = 5
```

```
In [2]: id(num)
```

```
Out[2]: 4486937008
```



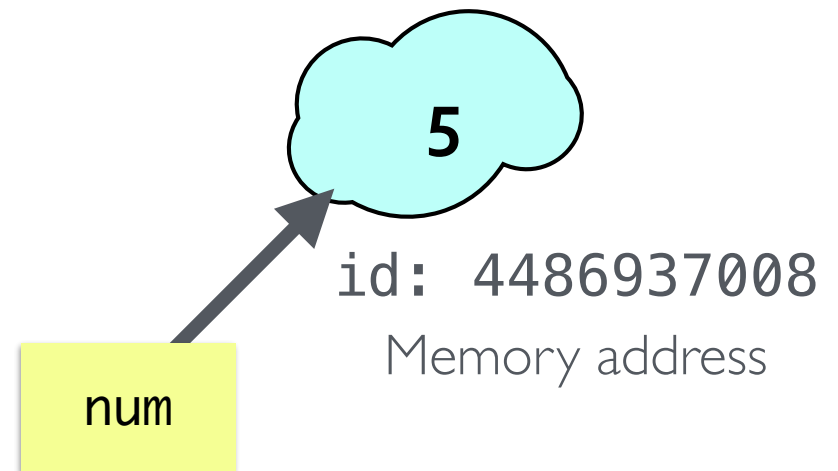
Value vs Identity

- An **object's identity** never changes once it has been created; think of it as the object's **address** in memory
- On the other hand, an **object's value** can change
 - Objects whose values can change are called **mutable**; objects whose values cannot change are called **immutable**

```
In [1]: num = 5
```

```
In [2]: id(num)
```

```
Out[2]: 4486937008
```



Variable names like **num** point to memory addresses of stored value

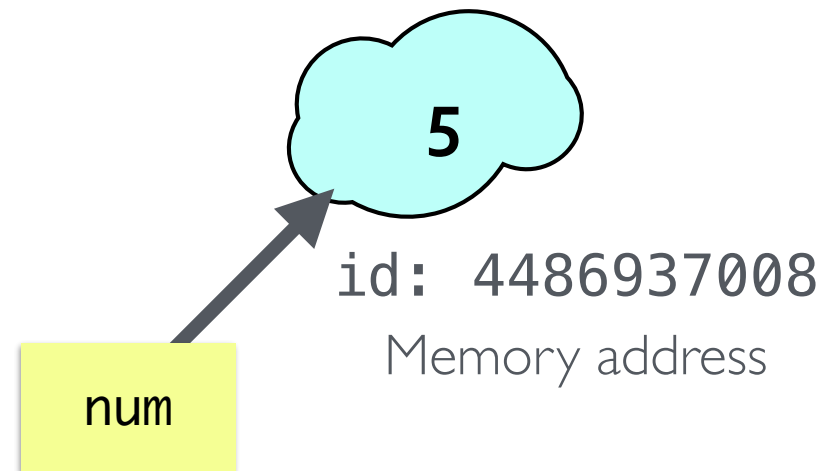
Comparing Value vs Identity

- The `==` operator compares the **value** of an object (i.e., are the contents of the objects the same?)
- The `is` operator compares the **identity** of two objects (i.e., do they have the same memory address?)
 - `var1 is var2` is equivalent to `id(var1) == id(var2)`

```
In [1]: num = 5
```

```
In [2]: id(num)
```

```
Out[2]: 4486937008
```



Variable names like `num` point to memory addresses of stored value

Mutability in Python

Strings, Ints, Floats are Immutable

- Once you create them, their value **cannot** be changed!
- All functions and methods that manipulate these objects return a *new object* and *do not modify* the original object

Lists are Mutable

- List values **can** be changed
- We just reviewed how we can mutate/change what's in a list using methods
- The mutability of lists has many implications such as **aliasing**
- **Aliasing** happens when the value of one variable is assigned to another variable
 - Can have multiple names for the same object

Ints, Floats are Immutable

```
In [1]: num = 5
```

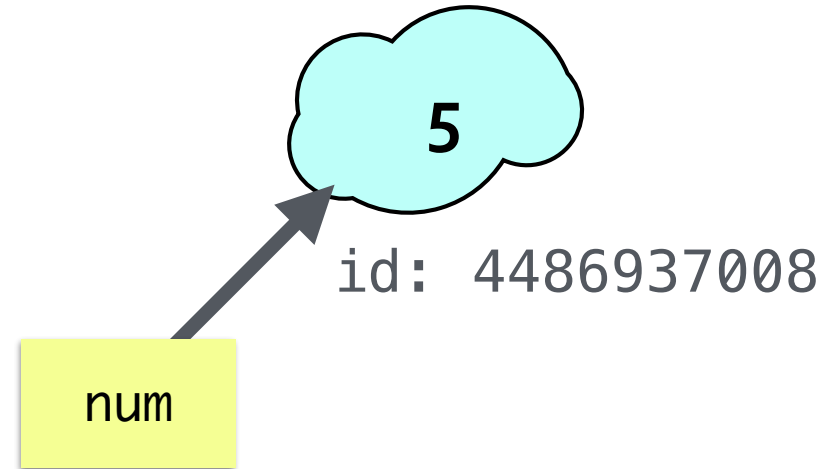
```
In [2]: id(num)
```

```
Out[2]: 4486937008
```

```
In [3]: num = num + 1
```

```
In [4]: id(num)
```

Has the identity of `num`
changed?



Attempts to change an immutable object creates a new object

Ints, Floats are Immutable

```
In [1]: num = 5
```

```
In [2]: id(num)
```

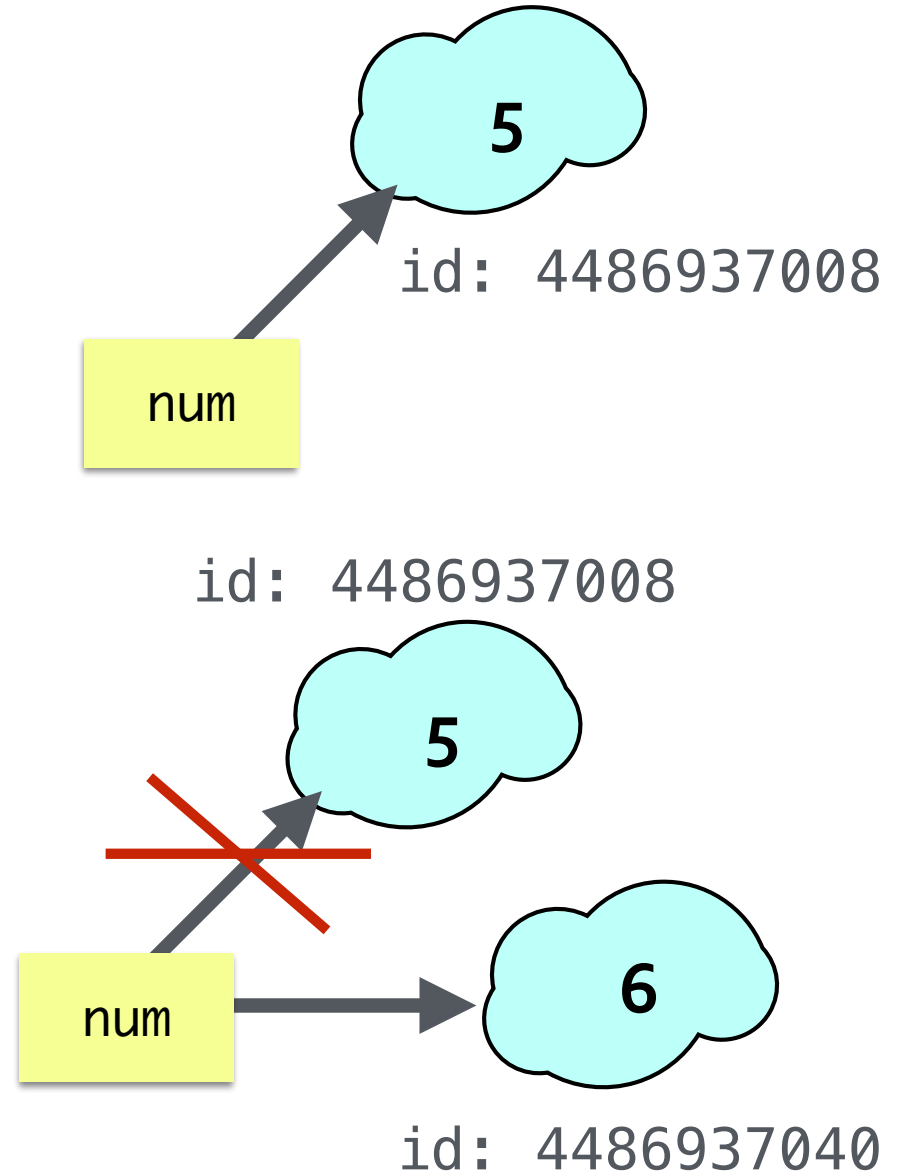
```
Out[2]: 4486937008
```

```
In [3]: num = num + 1
```

```
In [4]: id(num)
```

```
Out[4]: 4486937040
```

Identity of ints cannot be changed,
`num` assumes a **new** identity



Attempts to change an immutable object creates a new object

Strings are Immutable

```
In [1]: word = "Williams"
```

```
In [2]: college = word
```

```
In [3]: word == college
```

```
Out[3]: True
```

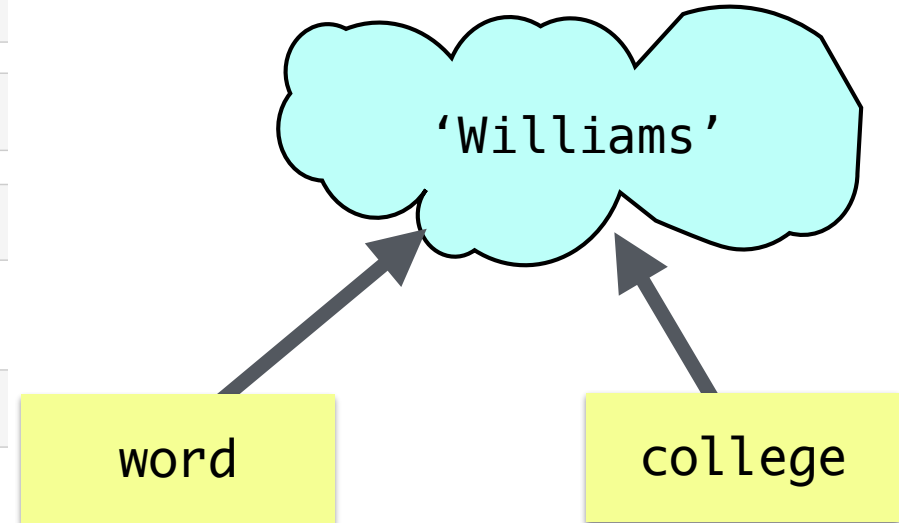
```
In [4]: print(id(word), id(college))
```

```
4518582576 4518582576
```

```
In [5]: word is college
```

```
Out[5]: True
```

id: mem addr (4518582576)



Variable names point to memory addresses of stored value

Even though word and college have the same identity and value, if we update one of them, it just assumes a new identity!

Attempts to change an immutable object creates a new object

Strings are Immutable

```
In [1]: word = "Williams"
```

```
In [2]: college = word
```

```
In [3]: word == college
```

```
Out[3]: True
```

```
In [4]: print(id(word), id(college))
```

```
4518582576 4518582576
```

```
In [5]: word is college
```

```
Out[5]: True
```

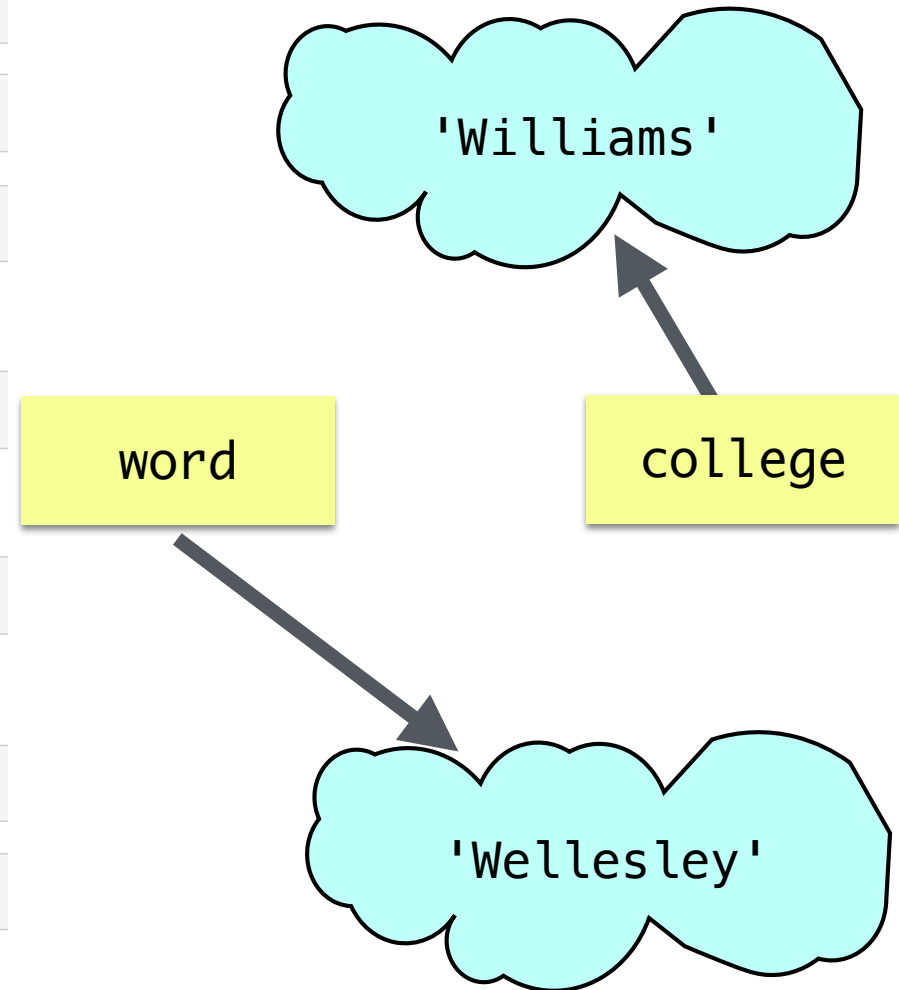
```
In [6]: word = "Wellesley"
```

```
In [7]: print(id(word), id(college))
```

```
4518871920 4518582576
```

```
In [8]: word is college
```

```
Out[8]: False
```



Attempts to change an immutable object creates a new object

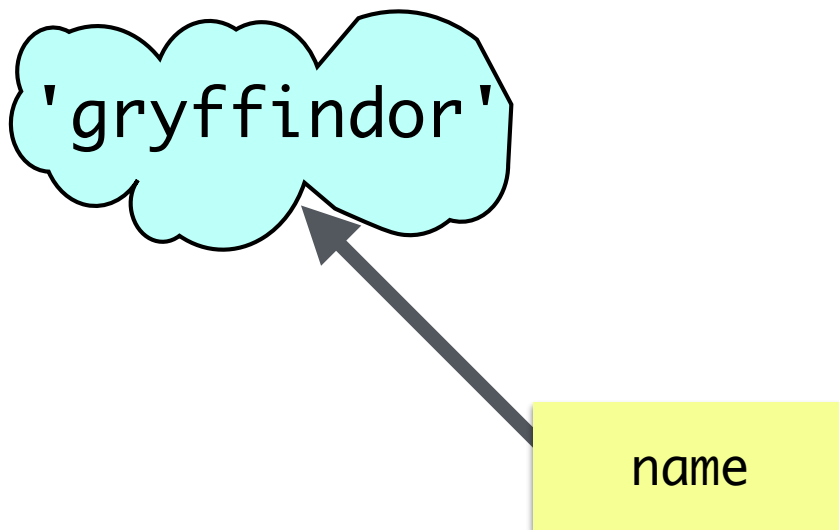
String Methods/Operations Return New Strings

- String methods like `.lower()`, `.upper()` return a **new string**
- Sequence operations, like slicing `[:]`, return **new sequences**

```
In [1]: name = "gryffindor"
```

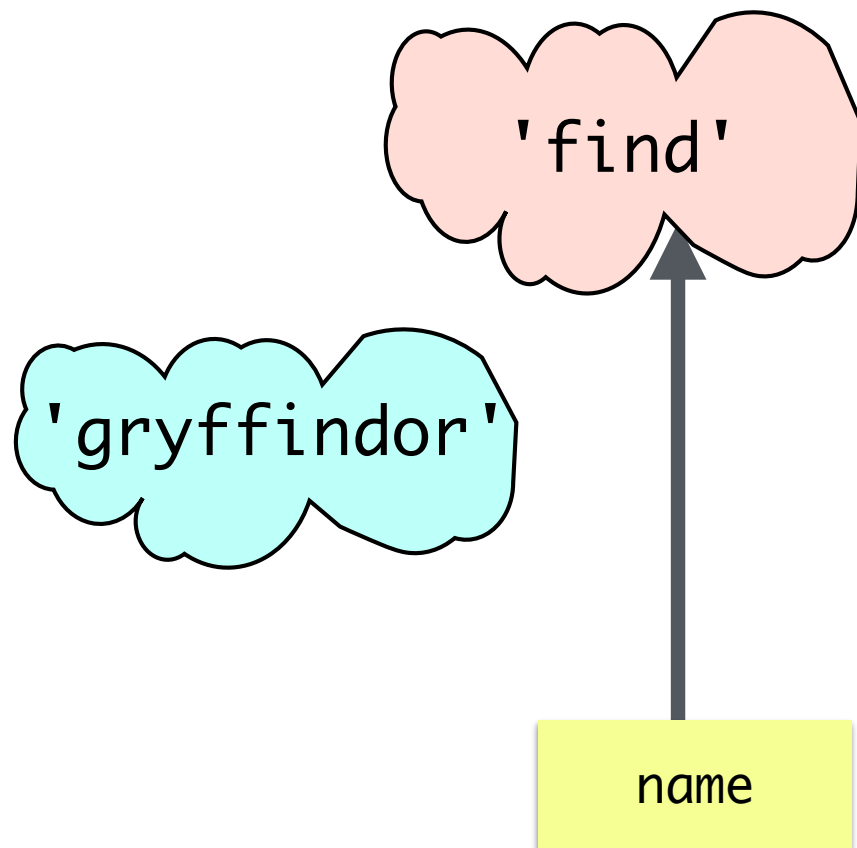
```
In [2]: id(name)
```

```
Out[2]: 4574657776
```



String Methods/Operations Return New Strings

- String methods like `.lower()`, `.upper()` return a **new string**
- Sequence operations, like slicing `[:]`, return **new sequences**



```
In [1]: name = "gryffindor"
```

```
In [2]: id(name)
```

```
Out[2]: 4574657776
```

```
In [3]: name = name[4:8]
```

```
In [4]: id(name)
```

```
Out[4]: 4574684720
```

Sequence Operations Return New Sequences

- The following operations, that can be performed on both **lists** and **strings**, and always return a **new list/string**
 - `[::]` slicing operator: returns a new sliced sequence
 - assignment of a new sequence to a variable
 - `names = 'Rohit and Jeannie'`
 - `myList = [1, 2, 3]`
 - concatenation (+) always creates a new sequence