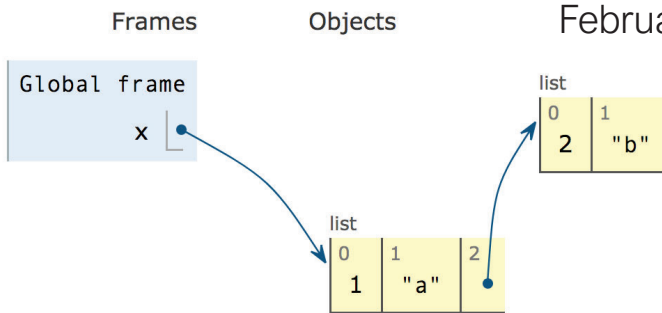


Compsci 101

Lists, Mutation, Objects

Part 1 of 4

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February 9, 2021



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F is for ...



- **Function**
 - Key to all programming
- **Floating Point**
 - Decimal numbers aka Python float
- **File**
 - Sequence of stored bits

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PFTD

- Totem
- Debugging
- List concatenation and nesting
- Mutability
- Objects and what that means

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Assignment 1: Totem Poles



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Learning Goals: Totem Pole

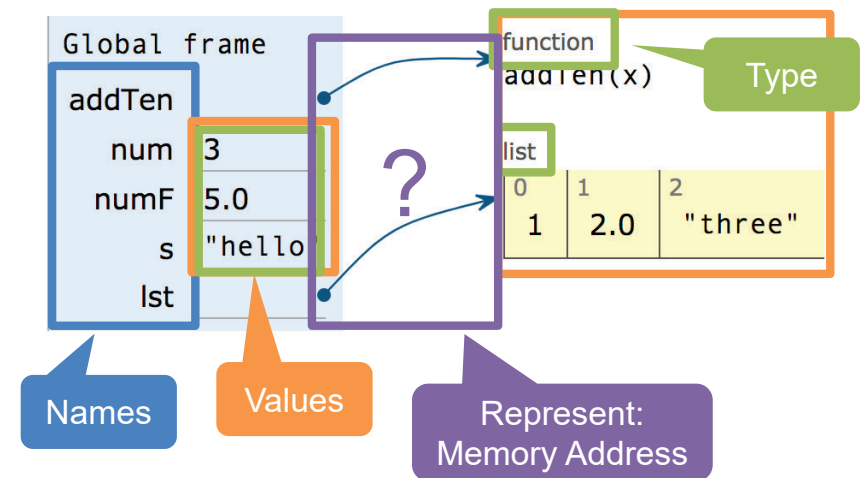
- Understand differences and similarities:
 - Function definitions vs function calls
 - Functions with return statements vs those without
 - Functions with parameters vs those without
- ➔ Functions can be arguments
- Be creative and learn lesson(s) about software design and engineering
 - Create a small, working program, make incremental improvements.
 - Read the directions and understand specifications!

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Name vs Value vs Type



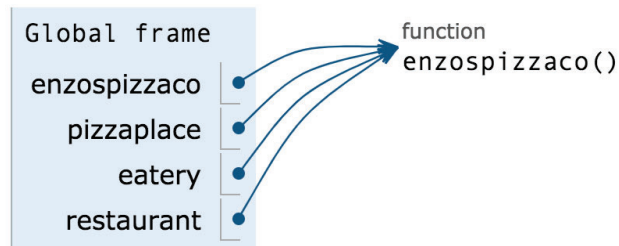
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What are the arrows?

- Name: Enzo's Pizza Co.
- Address (arrow): 2608 Erwin Rd # 140, Durham, NC 27705
- Value: Physical Store



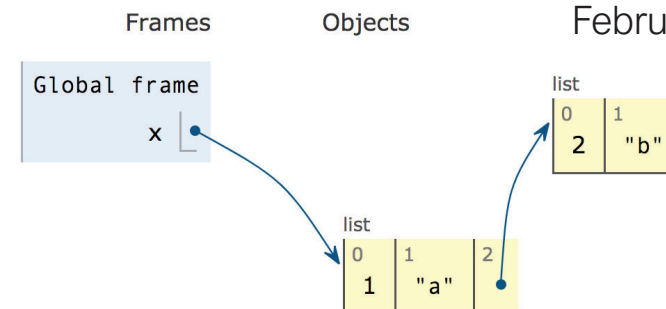
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Pizza.py

```
6 def enzospizzaco():
7     print("Pizza!")
8     return "2608 Erwin Rd # 140, Durham, NC 27705"
9
10 def eatfood(where):
11     print("Let's go eat!")
12     address = where()
13     print("The address is", address)
14
15 if __name__ == '__main__':
16     eatfood(enzospizzaco)
```

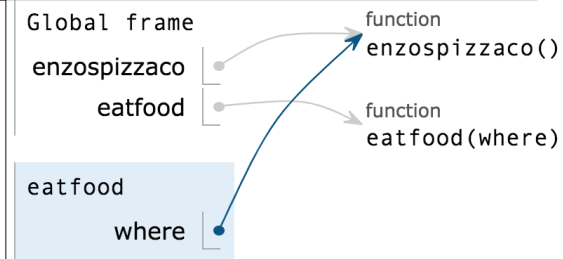
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Functions can be arguments

```
1 def enzospizzaco():
2     print("Pizza!")
3     return "2608 Erwin Rd # 140, Durham, NC 27705"
4
5 def eatfood(where):
6     print("Let's go eat!")
7     address = where()
8     print("The address is", address)
9
10 if __name__ == '__main__':
11     eatfood(enzospizzaco)
```



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Pizza2.py - Pass multiple functions to eatfood

```
7 def naanstop():
8     print("Indian cuisine!")
9     return "2812 Erwin Road, Durham, NC 27705"
10
11 def enzospizzaco():
12     print("Pizza!")
13     return "2608 Erwin Rd # 140, Durham, NC 27705"
14
15 def eatfood(where):
16     print("Let's go eat!")
17     address = where()
18     print("The address is", address)
19
20 if __name__ == '__main__':
21     eatfood(enzospizzaco)
22     eatfood(naanstop)
```

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Output of Pizza2.py

```
Run: pizza2 x
C:\Users\Susan\AppData\Local\Programs\Python\Python36
Let's go eat!
Pizza!
The address is 2608 Erwin Rd # 140, Durham, NC 27705
Let's go eat!
Indian cuisine!
The address is 2812 Erwin Road, Durham, NC 27705

Process finished with exit code 0
```

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Functions Need Docstrings

- Docstring – a triple quote string right after the “def ...():” describing the function
 - Recommend: 80 characters wide
 - PyCharm has a command for this!
 - Highlight string
 - Edit -> Fill Paragraph

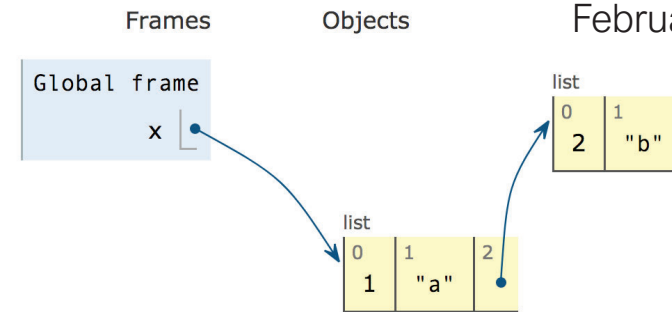
```
def f():  
    """  
    I am a docstring, which stands for document string, that describes what this function is doing  
    """  
  
    def f():  
        """  
        I am a docstring, which stands for document string, that describes what  
        this function is doing.  
        """
```

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Compsci 101 Lists, Mutation, Objects Part 3 of 4

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List Concatenation

- String concatenation:
 - “hi” + “ there” == “hi there”
- List concatenation:
 - [1, 2] + [3, 4] == [1, 2, 3, 4]

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Nested Lists

- Lists are heterogenous, therefore!
 - lst = [1, 'a', [2, 'b']] is valid
 - len(lst) == 3
 - [2, 'b'] is one element in list lst

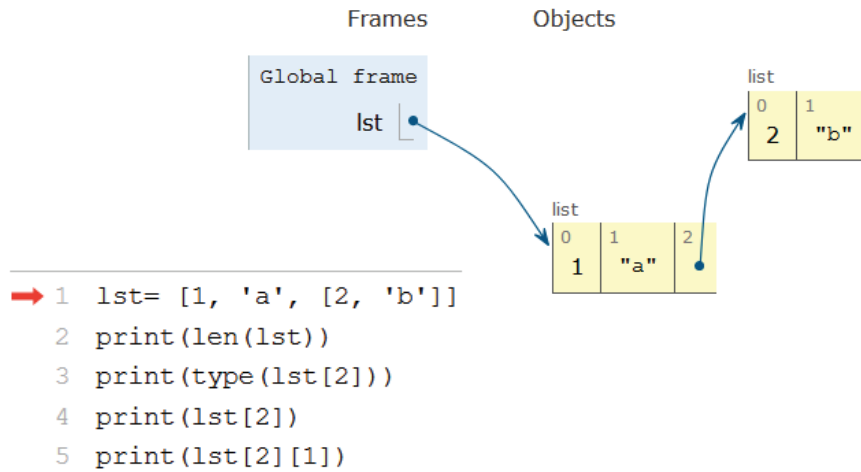
lst[2][1]
[2, 'b'][1] == 'b'

- How to index?
 - [...] all the way down
 - lst[2][1] returns 'b'

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Nested Lists with Python Tutor



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Mutating Lists

- `lt = ['Hello', 'world']`
 - Change to: `['Hello', 'Ashley']`
- Concatenation: `lt = [lt[0]] + ['Ashley']`
- Index: `lt[1] = 'Ashley'`
- How change 'b' in `lt = [1, 'a', [2, 'b']]`?
 - `lt[2][1] = 'c'`

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Mutating Lists code

```
1 lst1 = ['Hello', 'world']
2 print(lst1)
3 lst2 = [lst1[0]] + ['Ashley']
4 print(lst2)
5 print(lst1)
6 lst1[1] = 'Ashley'
7 print(lst1)
8
9 lst3 = [1, 'a', [2, 'b']]
10 print(lst3)
11 lst3[2][1] = 'c'
12 print(lst3)
```

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Sir Tim Berners-Lee

- Turing award 2016
 - World Wide Web
- HTTP vs. TCP/IP
 - Just protocols?

I want you to realize that, if you can imagine a computer doing something, you can program a computer to do that.

Unbounded opportunity... limited only by your imagination. And a couple of laws of physics.



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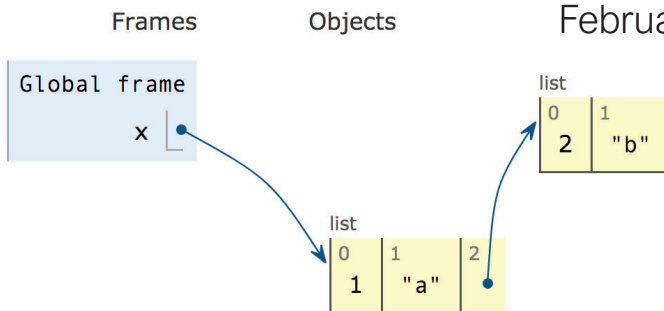
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Compsci 101

Lists, Mutation, Objects

Part 4 of 4

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Immutable built-in Types

- In python string, int, float, boolean - Immutable
 - Once created cannot change
 - These are still objects in Python3!!
- **PythonTutor gets this wrong**
 - Everything should be in Objects area
- **Objects don't change**
 - Value associated with variable changes

```
val = 0
bee = val
val = val + 20
```

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Immutable built-in Types

- In python string, int, float, boolean - Immutable
 - Once created cannot change
 - These are still objects in Python3!!
- **PythonTutor gets this wrong**
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- **Objects don't change**
 - Value associated with variable changes

```
val = "apple"
bee = val
val = val + "sauce"
```

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Aside: The Object Concept

- Sometimes it helps to know how things “work”
 - Sometimes it's wonderful to be oblivious
 - Abstraction!
- Object – a “thing” in memory/object space
- Python variables are references
 - Label that refers to object
 - Label is small, object is big

Arrow / Computer memory address



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bat or ant?

Python 3.6

```
1 a = ["pig", "cow", "dog", "bat"]  
2 b = a  
→ 3 print(a)  
→ 4 a[-1] = "ant"  
5 print(a)  
6 print(b)
```

print(b) -> has 'bat' or 'ant'?