Structures: Lists: Basics

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What is a List?

- A collection of values
 - Values
 - May all have the same type, or
 - May have different types
 - Each item is referred to as an element
 - Each element has an index
 - Unique integer identifying its position in the list
 - A list is one type of data structure
 - A mechanism for organizing related data



Creating a List

• Format:

```
<list name> = [<value 1>, ..., <value n>]
```

Examples:

```
names = [] → defines an empty list
nums = [10.0, 9.0, 8.5, 5.0, 7.5]
letters = ['a', 'b', 'c', 'd', 'e', 'f', 'g']
names = ['Marc', 'Jim', 'Ken']
mixed = [1.0, 1, "this", True]
```

By defining the list memory is allocated for it



* Works on Lists?



Repetition Operator (*)

• Just like strings, you can use asterisk to repeat a list



Indices



Accessing Elements

- Each list element has two unique indices, a positive one and a negative one:
 - Positive indices range from 0 to the length of the list minus one (len(list)-1)
 - Negative indices range from -len(list) to −1

0	1	2	3	4	5	6	7
А	В	С	D	Е	F	G	Н
-8	-7	-6	-5	-4	-3	-2	-1



Accessing Elements - Accessing a Single Element

- To access one element, use the name of the list, followed by the index of that element in square brackets
 - Use this one element just like any other variable

names[index] →	
returns the value stored	———names [0]
at location index.	names [1]
	names [2]
	names [3]

Marc	
Ken	
Jim	
Tony	

- names refers to the whole list
- len(names) \rightarrow 4
- names.index('Ken') → 1



Loop on List



Accessing Elements - Iterating Over List Items

A for loop can be used iterates over the list values:

```
stuff = [1, "ICT", 3.14]
for item in stuff:
    print(item)
```



Accessing Elements - Iterating Over List Indices

 Sometimes we need a loop where the control variable varies over the indices rather than the values

```
stuff = [1, "ICT", 3.14]
for i in range(0, len(stuff))
  print(stuff[i])
```

List length changes as elements are added/removed. So, use *len()* function to determine the length of list.



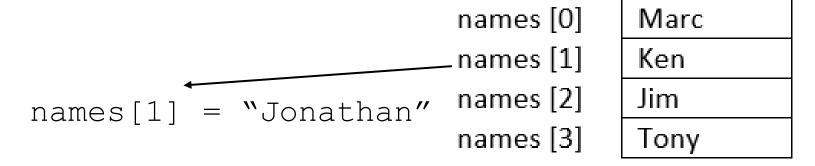
Modifying List



Modifying Elements

• Lists are mutable, so their elements can be changed as follows:

```
names[index] = new_data
```



names [0] Marc
names [1] Jonathan
names [2] Jim
names [3] Tony



Adding Elements

- Lists are mutable, so we can add more elements to them.
- There are three ways to add elements to a list
 - append(x): adds a single element to the end of the list names.append('Daniel')
 - insert(i, x): inserts a single element into a list at index i, shifts elements at index 3+ up names.insert(3, 'Chris')
 - extend(L): extends the list by appending the given second list to it names.extend(['Eric', 'Frank'])



Adding Elements

• Example:

```
names = []

name = input("Enter a name:")
names.append(name)

names_str = ["Joe", "James"]
names.extend(names_str)

print(names)
```



Printing List



Printing List

- There are many ways to print the content of a list.
- Two common ways are:
 - using print()

```
print('names = %s', (names))
```

Using a loop → allows us to print the list in a customized format:

```
for i in range(0, len(names), 1):
    print("names[%d] = %s" % (i, names[i]))
```



2D Lists



2D Lists

- A list of lists (images, movies, tables, matrices -> all 2D data)
- [does not have to be rectangular]

A matrix				
1		2	3	
4	-	5	6	
7	'	8	9	

A table

T01	Sandeep Zechariah
T02	Hooman Khosravi
T03	<u>Kanishka</u> Singh
T04	Khobaib Zaamout



2D Lists

• Format:



Accessing 2D Lists

```
matrix1 = [[1, 2, 3], [4, 5, 6], [7, 8, 9]]
                                                → [[1, 2, 3], [4, 5, 6], [7, 8, 9]]
print(matrix1) ----
                                                \rightarrow [1, 2, 3]
print(matrix1[0])
                                                \rightarrow [4, 5, 6]
print(matrix1[1])
                                                 → [7, 8, 9]
print(matrix1[2])
row = matrix1[0]
print(row[0])
print(row[1]) ---
print(row[2])
```



Accessing 2D Lists



2D List: Example



Example: Boggle

- Generate a random board for Boggle
 - 4x4 board
 - Store the board in a 2D list
 - Each space on the board contains one randomly selected letter
 - Display the board
 - Sample Board:

S	Ν	K	0
V	R	Ш	R
ı	D		Ν
Z	Ш	G	J



Example: Boggle

```
from pprint import pprint
from random import choice
NUM ROWS = 4
NUM COLS = 4
board = [] # Create a new, empty board
for row in range (NUM ROWS): # Add the correct number of rows to the board
  board.append([""] * NUM COLS) # Append a row of size NUM COLS
pprint(board) #pretty print the board
# Set each element in the board to a random letter
for row in range(NUM ROWS):
  for col in range(NUM COLS):
    board[row] [col] = choice("ABCDEFGHIJKLMNOPQRSTUVWXYZ")
pprint(board) # Pretty print the board
```



2D-List Creation

Creating the following matrix programmatically:

```
matrix1 = [[1, 2, 3], [4, 5, 6], [7, 8, 9]]
```



2D-List Creation

Creating the following matrix programmatically:

```
matrix1 = [[1, 2, 3], [4, 5, 6], [7, 8, 9]]
```

```
matrix1 = []
for i in range (1, 10, 3):
    row = [i , i + 1, i + 2]
    matrix1.append(row)

print(matrix1)
```

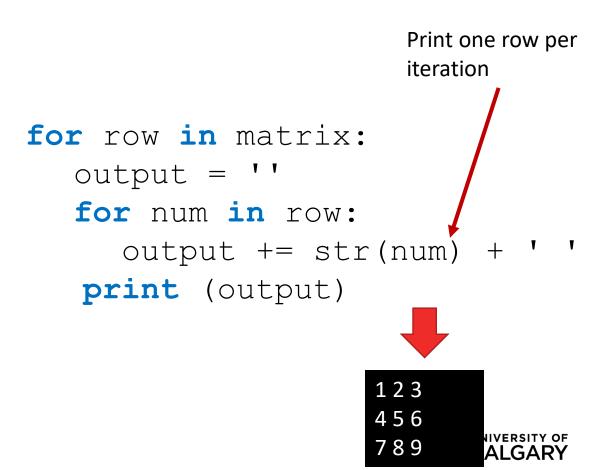
```
matrix2=[]
ROWS=3
COLS=3
counter = 1
for row in range(ROWS):
    matrix2.append([])
    for col in range(COLS):
        matrix2[row].append(counter)
        counter += 1
print(matrix2)
```

2D-List Printing

- Using print (matrix)
- Using loops:

```
for row in matrix:
    print(row)

[1,2,3]
[4,5,6]
[7,8,9]
Print one row per iteration
```



Onward to ... more complicated lists.



