

# CMSC201

## Computer Science I for Majors

### Lecture 14 – Lists (Continued)

# Last Class We Covered

- The tuple data structure
  - Creation, conversion, slicing, traversal
- Casting variables
- The membership “**in**” operator



Any Questions from Last Time?

# Today's Objectives

- To review what we know about lists already
- To learn more about lists in Python
- To understand two-dimensional lists
  - (And more dimensions!)
- To practice passing lists to functions
- To learn about mutability and its uses

# List Review

# Previously Seen Operations

- Many of the operations we saw on strings are possible with lists
- Which of the following works with lists?
  - Concatenation (+)
  - Indexing
  - Slicing
  - `.lower()` and `.upper()`
  - `len()`

# Concatenation

- Concatenation does work on lists!
  - But it has the same limit as string concatenation
  - You can only concatenate lists with lists

- So this works:

```
bookList + supplyList
```

- But this doesn't:

```
animalList + "horse"
```

```
animalList + ["horse"]
```

# Indexing

- Indexing does work on lists!
- In the exact same way it does for strings

- Some examples:

```
studentNames [16]
```

```
courseTitles [len(courseTitles) - 4]
```

```
songList [FAV_INDEX]
```



# Slicing

- Slicing does work on lists!
- In the exact same way it does for strings
- Slicing goes “up to but not including” the end of the slice

```
>>> stuff = [17, "A", -22, True, "Hello"]  
>>> print( stuff[2:4] )  
[-22, True]
```

# `.lower()` and `.upper()`

- These operations do not work on lists!
  - They don't make sense for a list
- In the same way, `.append()` and `.remove()` don't work on strings
- If you try, you get an error about attributes:  
`AttributeError: 'str' object has no attribute 'remove'`

# len ()

- Calling `len ()` does work on lists!
- In the exact same way it does for strings
- Returns the length of the list
  - In other words, the number of elements

## Two-Dimensional Lists

# Two-Dimensional Lists

- Lists can hold any type (int, string, float, etc.)
  - This means they can also hold another list
- We've looked at lists as being one-dimensional
  - But lists can also be two-  
(or three- or four- or five-, etc.)  
dimensional!



# Two-Dimensional Lists: A Grid

- It may help to think of 2D lists as a grid

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

1	2	3
4	5	6
7	8	9

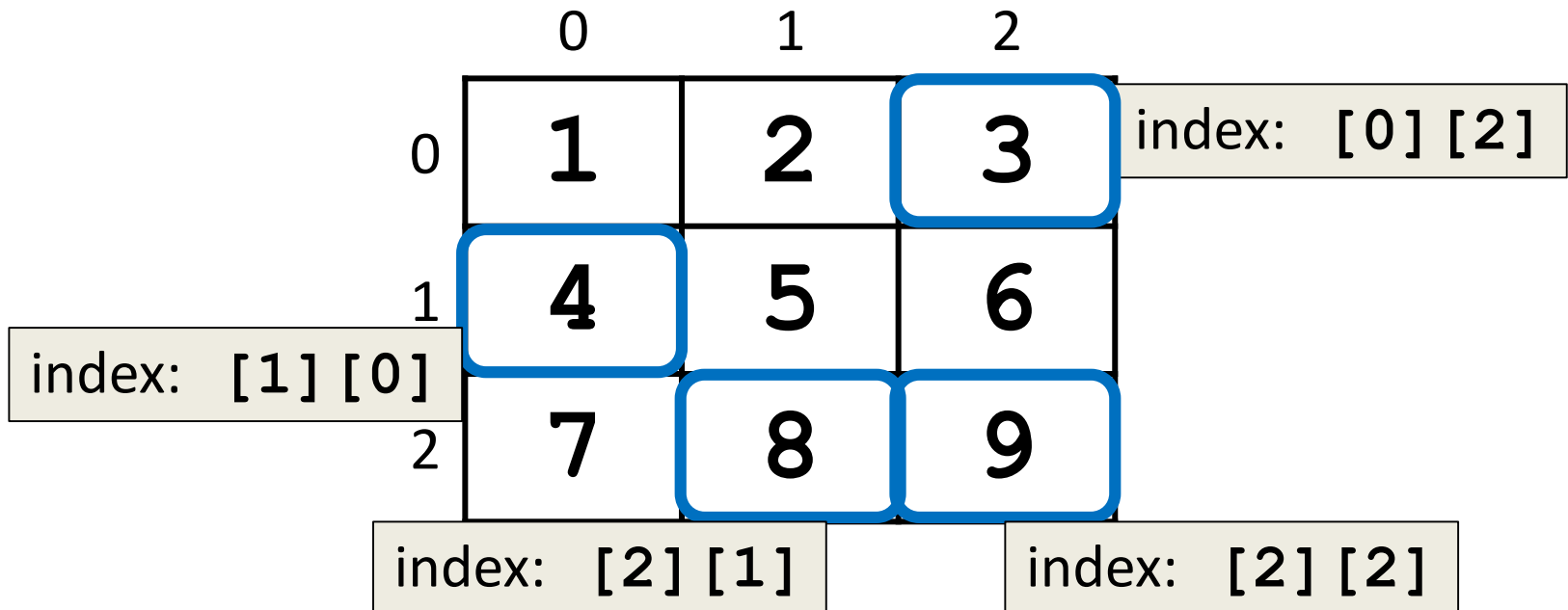
# Two-Dimensional Lists: A Grid

- You access an element by the index of its row, and then the column
  - Remember – indexing starts at 0!

	0	1	2
0	<b>1</b>	<b>2</b>	<b>3</b>
1	<b>4</b>	<b>5</b>	<b>6</b>
2	<b>7</b>	<b>8</b>	<b>9</b>

## Two-Dimensional Lists: A Grid

- You access an element by the index of its row, and then the column
  - Remember – indexing starts at 0!





# Lists of Strings

- Remember, a string is like a list of characters
- So what is a list of strings?
  - Like a two-dimensional list!
- We have the index of the string (the row)
- And the index of the character (the column)

# Lists of Strings

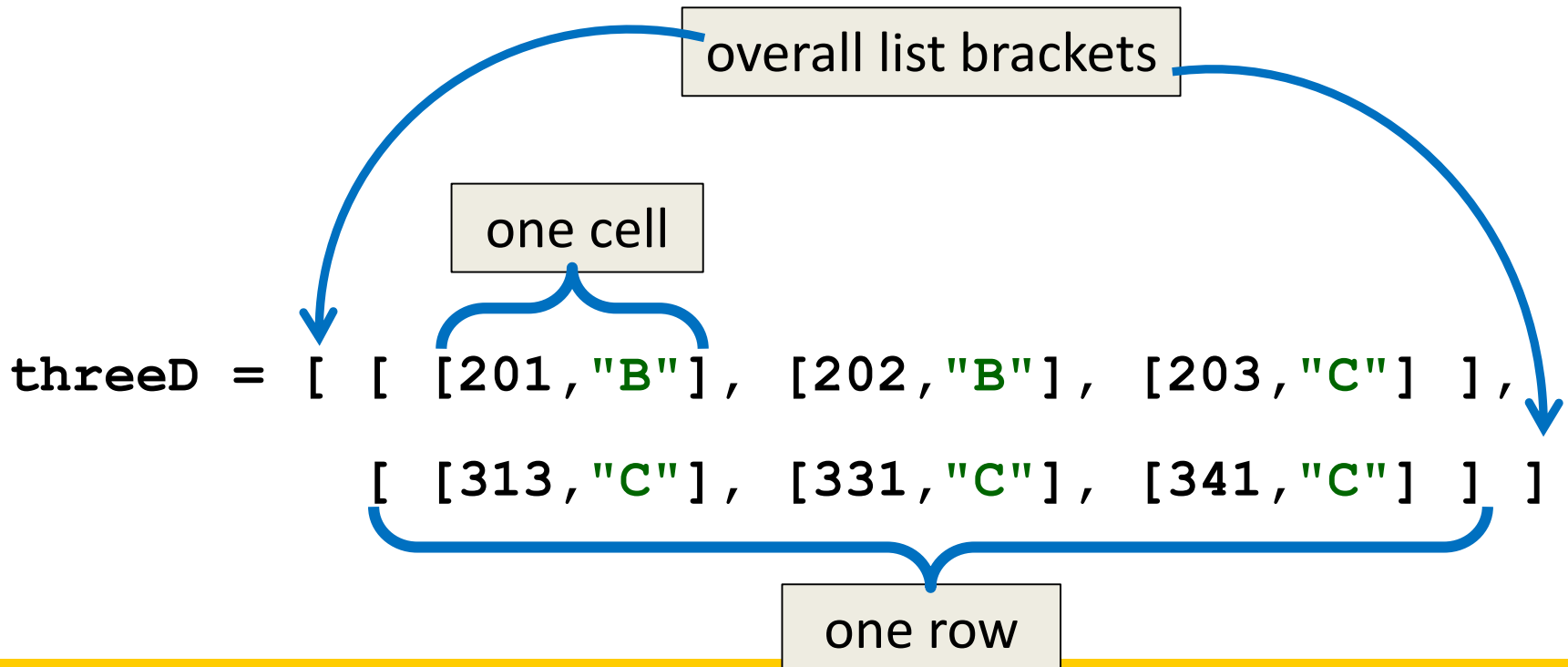
- Lists in Python don't have to be rectangular
  - They can be jagged (rows of different lengths)
- Anything we could do with a one-dimensional list, we can do with a two-dimensional list
  - Slicing, index, appending

	0	1	2	3	4
0	<b>A</b>	<b>l</b>	<b>i</b>	<b>c</b>	<b>e</b>
1	<b>B</b>	<b>o</b>	<b>b</b>		
2	<b>E</b>	<b>v</b>	<b>a</b>	<b>n</b>	

**names**

# Three-Dimensional Lists

- How would you declare a 3D list?
- Square brackets for the list, row, and cells



# Three-Dimensional Lists

- Don't think of the third dimension as "depth"
- Instead, it's simply the "contents" of the cells



The first two dimensions give us a 2 row, 3 column list

```
threeD = [ [ [201, "B"], [202, "B"], [203, "C"] ],
            [ [313, "C"], [331, "C"], [341, "C"] ] ]
```

# Mutability

# Mutable and Immutable

- In python, certain structures cannot be altered once they are created and are called ***immutable***
  - These include integers, tuples, and strings
- Other structures can be altered after they are created and are called ***mutable***
  - These include lists

# Lists and Mutability

- When you assign one list to another, it is by default a “shallow” copy of the list
- Any “in place” changes that are made to the shallow copy show up in the “original” list
  - Sort of like a pseudonym: one variable can be accessed with two separate names
- The other option is a “deep” copy of the list, but you must specify this is what you want

# Shallow and Deep Copies

- A ***shallow copy*** is when the new variable actually points to the old variable, rather than making an actual copy
- A ***deep copy*** is the opposite, creating an entirely new list for the new variable



# Shallow Copy Example

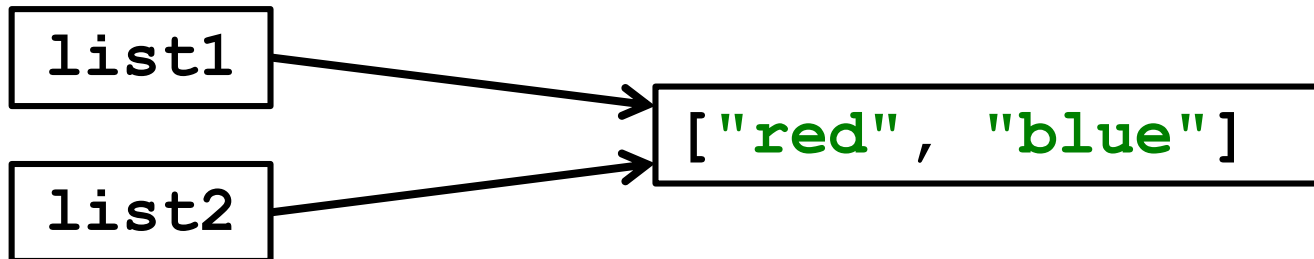
- A shallow copy and its effects on the original:

```
list1 = ["red", "blue"]
list2 = list1
list2.append("green")
list2[1] = "yellow"
print("original:      ", list1)
print("shallow copy: ", list2)
```

```
original:      ['red', 'yellow', 'green']
shallow copy:  ['red', 'yellow', 'green']
```

# Shallow Copy

- When we make a shallow copy, we are essentially just giving the same list two different variable names
  - They both *reference* the same place in memory



# Deep Copy

- There are two easy ways to do a deep copy:
  - Use slicing, and “slice” out the entire list
  - Cast the original as a list when assigning
- With these, Python returns a brand new copy that you can then assign to the new variable
  - Now you have two separate, individual lists!

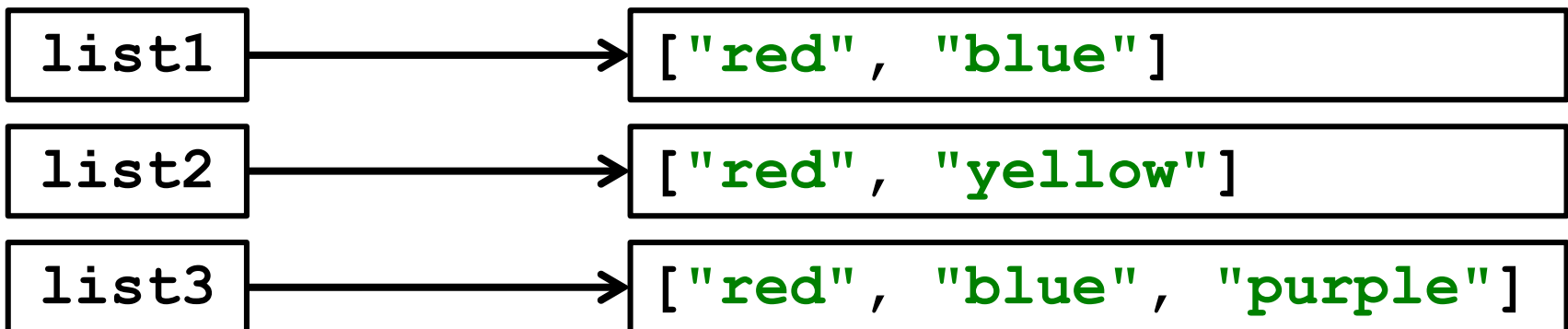
# Deep Copy Example

```
list1 = ["red", "blue"]
list2 = list1[:]           # use slicing to copy
list2[1] = "yellow"
list3 = list(list1)       # use casting to copy
list3.append("purple")
print("original:         ", list1)
print("deep copy1:      ", list2)
print("deep copy2:      ", list3)
```

```
original:         ['red', 'blue']
deep copy1:       ['red', 'yellow']
deep copy2:       ['red', 'blue', 'purple']
```

# Deep Copy

- Creates a copy of the entire list's contents, not just of the list itself
- Each variable now has its own individual list



# Mutability and Functions

# Lists, Functions, and Mutability

- When actual parameters are passed to a function, they are assigned to the formal parameters using the assignment operator
- So does the function have a deep copy?
  - No, it has a shallow copy!
  - It's a **reference** to the original list

# Python Is “Lazy”

- Lists can be a lot bigger than Booleans, integers, or even strings!
- When we pass a list as a parameter, Python doesn't want to copy the entire thing
  - Copying can take a lot of memory and time
- Instead, when we pass a list to a function, Python actually sends a *reference* to the list



# References

- A *reference* essentially states where the list is stored in the computer's memory
  - Mutable objects are always passed by reference
- Since lists are *mutable*, that means that the function the list was passed to now has direct access to the “original” list
  - And can change its contents!!!

- `main()` has a list called `myList`
- Instead of copying over all of the values stored in `myList`, Python will instead pass a reference to `newFxn()`

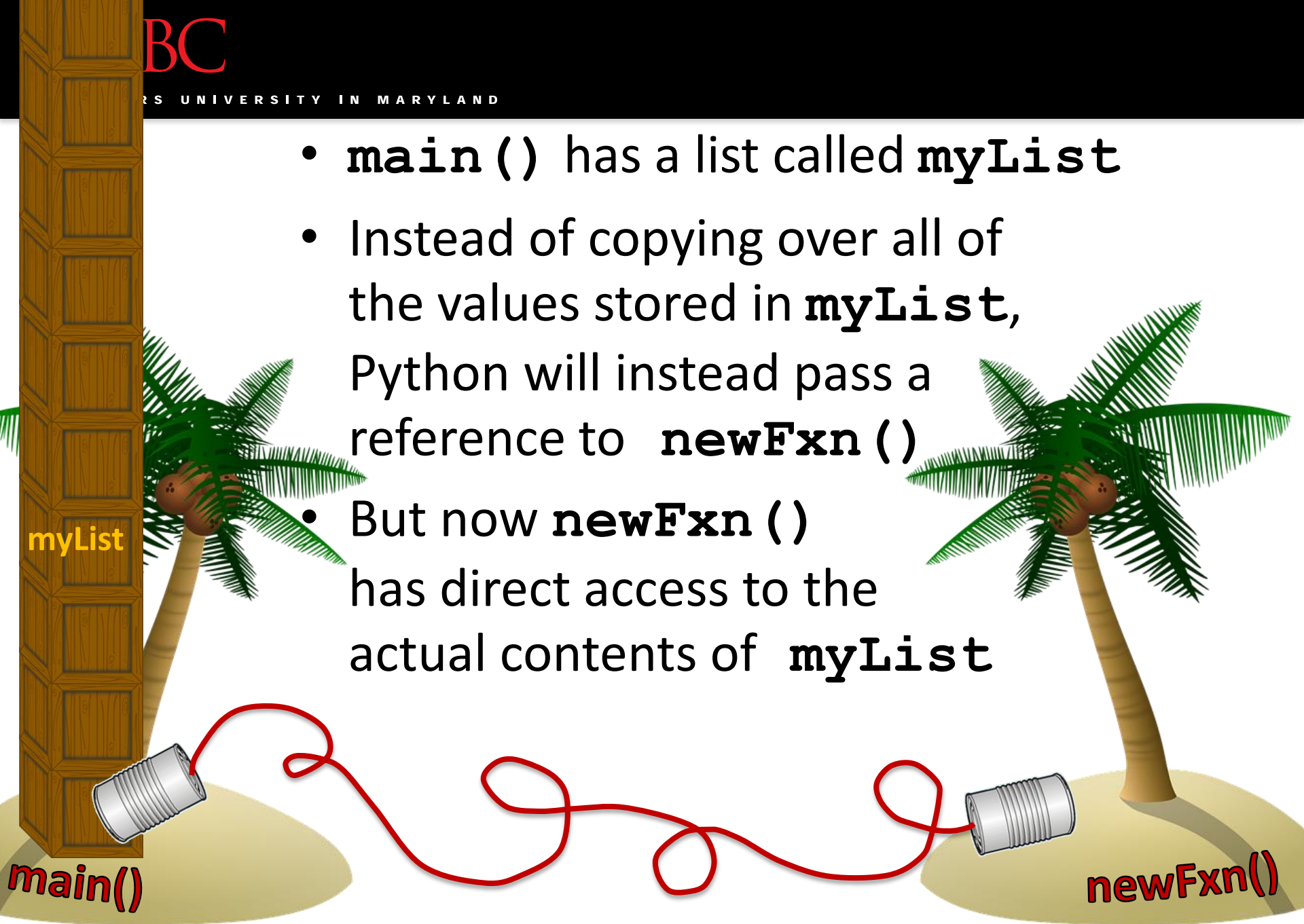


`myList`

`main()`

`newFxn()`

- `main()` has a list called `myList`
- Instead of copying over all of the values stored in `myList`, Python will instead pass a reference to `newFxn()`
- But now `newFxn()` has direct access to the actual contents of `myList`



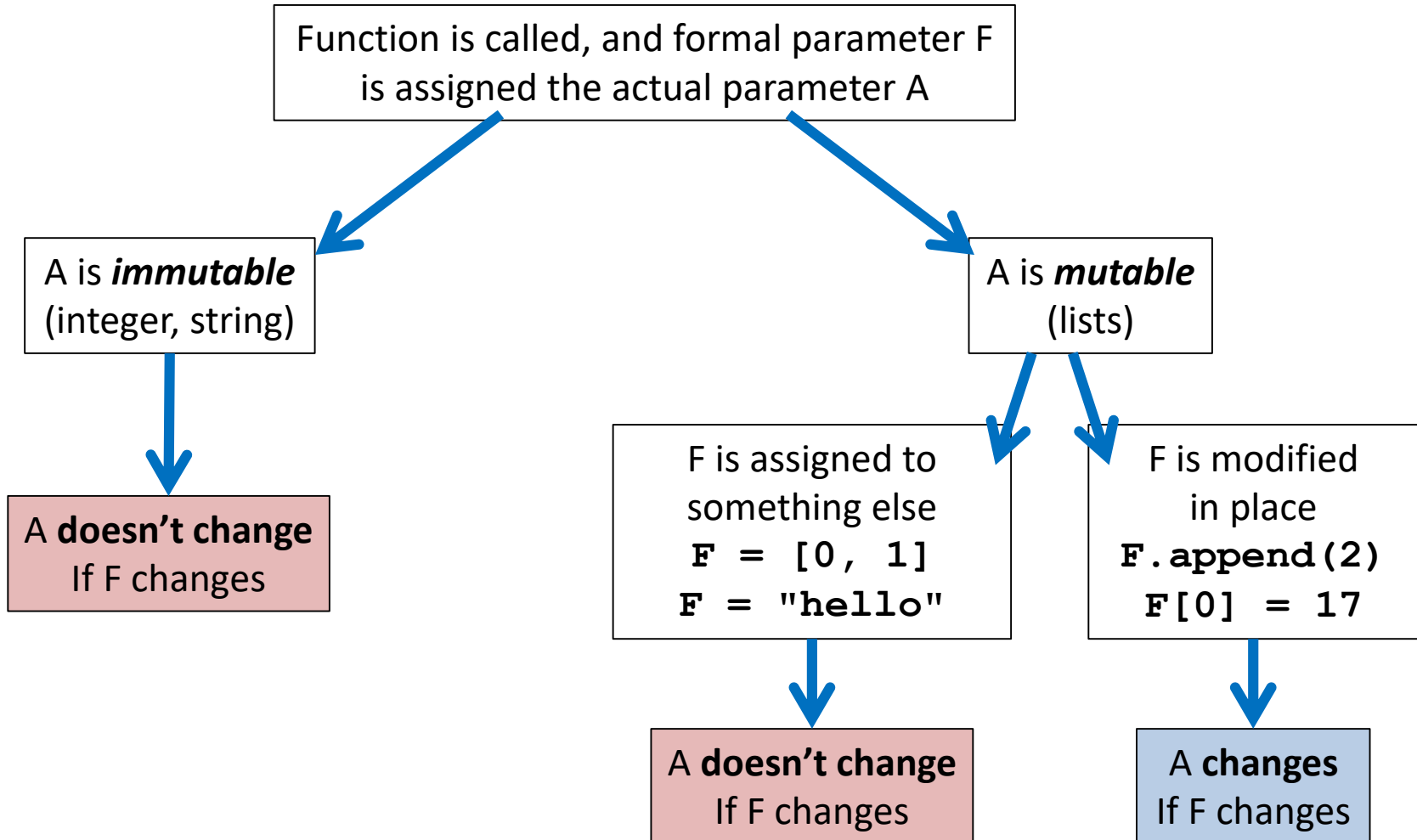
# Mutability in Functions

- When a parameter is passed that is *mutable*, it is now possible for the second function to directly access and change the contents
- This only works if we change the variable “in place” – assigning a whole new value to the variable will override the mutability
  - Any “in place” changes that are made to the shallow copy show up in the “original” list

# Scope and Mutability in Functions

- A good general rule for if a change is “in place”:
- When you use something like `.append()` on it, that’s an “in place” change
- When you use the *assignment operator*, the that’s not an “in place” change
  - Unless you are editing one element, like in a list

# Scope and Mutability in Functions



# Using Mutability

- Shallow copies are not always a bad thing!
- Being able to
  - Pass a list to a function
  - Have that function make changes
  - And have those changes “stick”
- Can be very useful!

# LIVECODING!!!



# Cloning and Adopting Dogs

- Write a program that contains the following:
- A `main()` with a list of dogs at an adoption event
  - Use deep copy to “clone” the dogs by creating a second, unique list (and a third one as well)
- An `adopt()` function that takes in a list of dogs, and replaces all of their names with “adopted!”
  - These changes should “stick” in `main()` as well, without the function returning anything

# Announcements

- HW 5 out on Blackboard Wednesday night
  - Must re-take the Academic Integrity Quiz to see it
  - Due *next* Friday, April 7th @ 8:59:59 PM
- Discussions start again next week
  - Remainder of labs will be in-person
  - Pre Lab quiz will come out Friday morning
- Exam pick-up at the front