

More on Dictionaries Sets

Example usage of dictionaries

- Let's say we're bird-watching, and we want to keep track of the number of each type of bird we've seen

kind	count
falcon	1
owl	5
hawk	2
eagle	11

- One approach: parallel lists
- The element `kinds[i]` corresponds with `counts[i]`

```
kinds = ['falcon', 'owl', 'hawk', 'eagle']  
counts = [1, 5, 2, 11]
```

Concept Test:

```
def new_sighting(kinds, counts, sighting):  
    '''(list of str, list of int, str) -> NoneType  
    Add new sighting to parallel lists kinds and counts.  
    '''  
  
    if sighting not in kinds:  
        kinds.append(sighting)  
        ... missing code  
    ind = kinds.index(sighting)  
    counts[ind] = counts[ind] + 1
```

What code should go in place of the missing code?

- A. `counts.append(0)`
- B. `counts.append(1)`
- C. `counts.append(kind)`
- D. No code necessary there

Dictionaries vs. Parallel Lists

```
bird_dict=  
{ 'falcon': 1, 'owl': 5, 'hawk': 2, 'eagle': 11 }
```

- Rewrite the new_sighting function
- Compared to parallel lists:
 - Only one dict (not two)
 - No call to index that might search the whole list

Adding to dictionaries

- Keys must be immutable
- Values can be mutable or immutable
- Use `d[k] = v` to add key `k` with value `v` to dictionary `d`
 - If `k` is already present, its value is overwritten
- To copy all key/value pairs from another dictionary, use the `update` method

Getting Values from Dictionaries

- Use `d[k]` to obtain the value associated with key `k` of dictionary `d`
- If `k` does not exist, this causes an error
- The `get` method is similar, except it returns `None` instead of giving an error when the key does not exist
- If a second parameter `v` is provided, `get` returns `v` instead of `None` when the key is not found

Concept Test

What is dictionary `d` created by the following code?

```
d = {3:4}
d[5] = d.get(4, 8)
d[4] = d.get(3, 9)
```

- ▶ A. {3:4, 5:8, 4:9}
- ▶ B. {3:4, 5:8, 4:4}
- ▶ C. {3:4, 5:4, 4:3}
- ▶ D. Error caused by get

Concept Test

What is dictionary `d` created by the following code?

```
d = {1:5}
d[2] = d.get(1, 6)
d[4] = d.get(3, 7)
```

- ▶ A. {1:5, 2:5, 4:7}
- ▶ B. {1:5, 2:6, 4:7}
- ▶ C. {1:5, 2:1, 4:2}
- ▶ D. Error caused by `get`

More practice

```
def count_occurrences(L):  
    '''return a dictionary in which the keys are  
    the elements in L and their associated values  
    are integers denoting the number of times the  
    element is contained in L.  
>>> count_occurrences([8, 9, 8, 8, 9])  
{8:3, 9:2}  
'''
```

Python Sets

- Similar to sets in math
- A collection of items with:
 - no duplicates
 - order and position does not matter
- Keep track of unique items (active IDs, SSN, Driver's License)
- Efficient lookup (is something there or not)

Syntax:

```
{<value1>,<value2>,...,<valuen>}
```

Python Set Operators & Methods

Assume $s1$ and $s2$ are two sets

- Common operators: `in`, `not in`
- Union: $s1 \mid s2$
- Intersection: $s1 \& s2$
- Difference: $s1 - s2$
- Unique items: $s1 \wedge s2$
- Comparisons: `==`, `!=`, `<`, `>`, `<=`, `>=`

Set methods

- `add()`
- `remove()`
- `discard()`