

# CMSC201

## Computer Science I for Majors

### Lecture 12 – Lists (cont)

# Last Class We Covered

- Value-returning functions
  - None
  - Common errors
- Function scope



# 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

# Vital List Algorithm: Iterating

- Write the code to iterate over and print out the contents of a list called **classNames**

```
index = 0
while index < len(classNames):
    print( classNames[index] )
    index += 1
```

# 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: Syntax

- We use square brackets to indicate lists
  - 2D lists are essentially a list of lists
  - What do you think the syntax will look like?

```
twoD = [ ["first", "row"], ["second",  
"row"], ["last", "row"] ]
```

```
twoD = [ ["first", "row"],  
          ["second", "row"],  
          ["last", "row"] ]
```

Same code,  
just lined up  
to be more  
readable

# 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

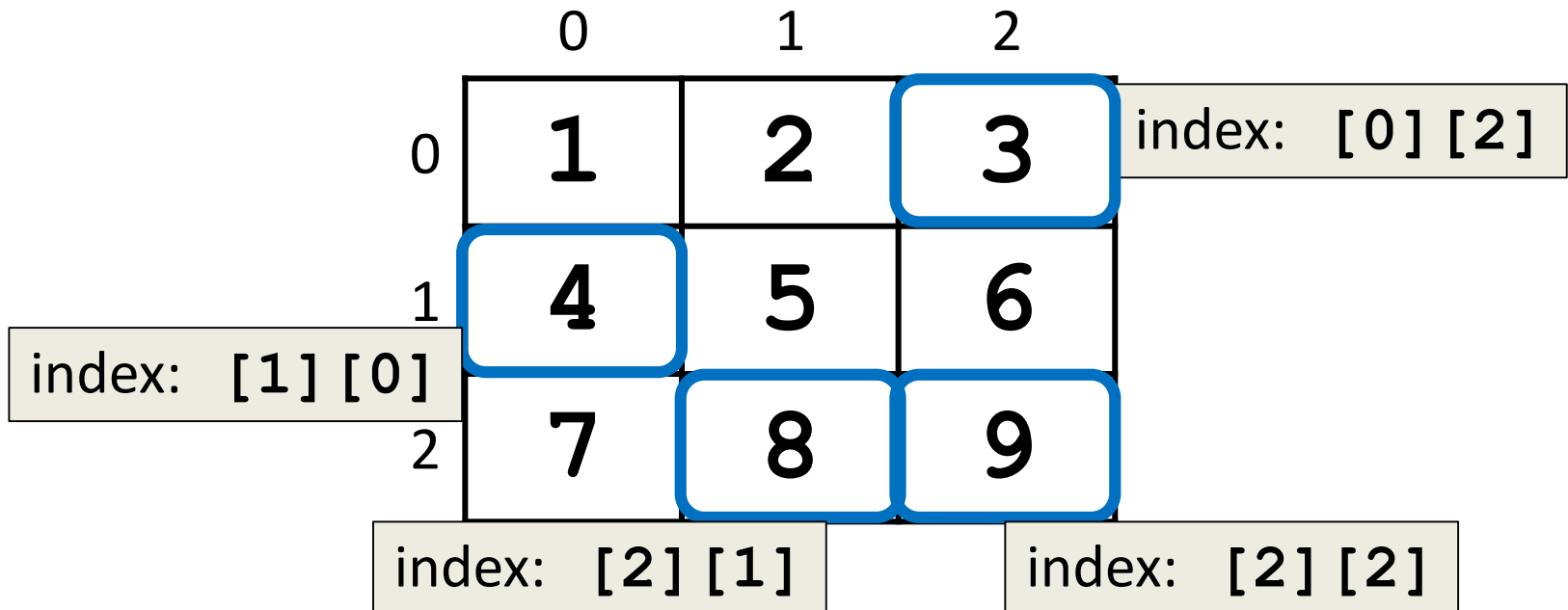
# Two-Dimensional Lists: A Grid

- 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**

# Vital List Algorithm: Creating

- Write the code to create a 2D list of symbols called **gameBoard**, given **width** and **height**

```
gameBoard = []
while len(gameBoard) < height:
    boardRow = []
    while len(boardRow) < width:
        boardRow.append(".")
    gameBoard.append(boardRow)
```

# Vital List Algorithm: 2D Iterating

- Write the code to iterate over and print out the contents of a 2D list called **gameBoard**

```
row = 0
while row < len(gameBoard):
    col = 0
    while col < len( gameBoard[row] ):
        print( gameBoard[row][col], end = " ")
        col += 1
    print() # print a newline at end of each row
    row += 1
```



# Mutability

# Mutable and Immutable

- In Python, certain structures cannot be altered once they are created and are called ***immutable***
  - These include integers, Booleans, 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
- There are times when we may want either of these options – they serve different purposes!

# Shallow Copy Example

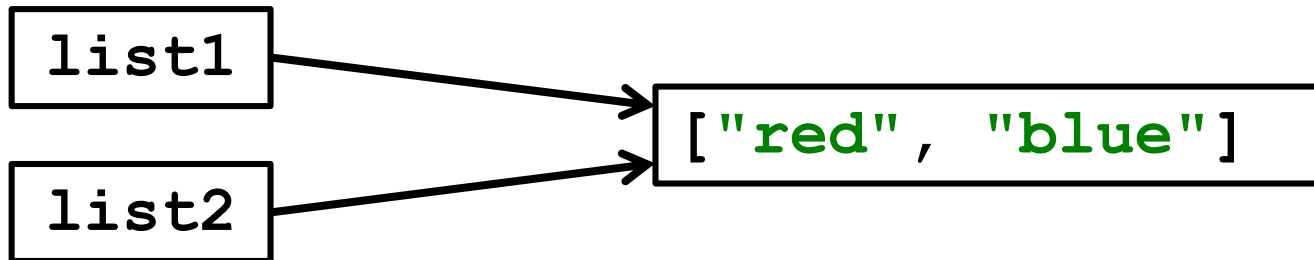
- A shallow copy and its effects on the original:

```
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  
`newList = originalList[ : ]`
  - Cast the original as a list when assigning  
`newList = list(originalList)`
- With these, Python returns a separate copy that it then assigns to the new variable
  - Now have two separate, independent 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

# Python Is “Lazy”

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

# Lists, Functions, and Mutability

- When arguments are passed to a function, their value is assigned to the formal parameters using the assignment operator
- With a list, we send a reference, not the value
- So does the function have a deep copy?
  - No, it has a shallow copy!
  - It's a **reference** to the original list

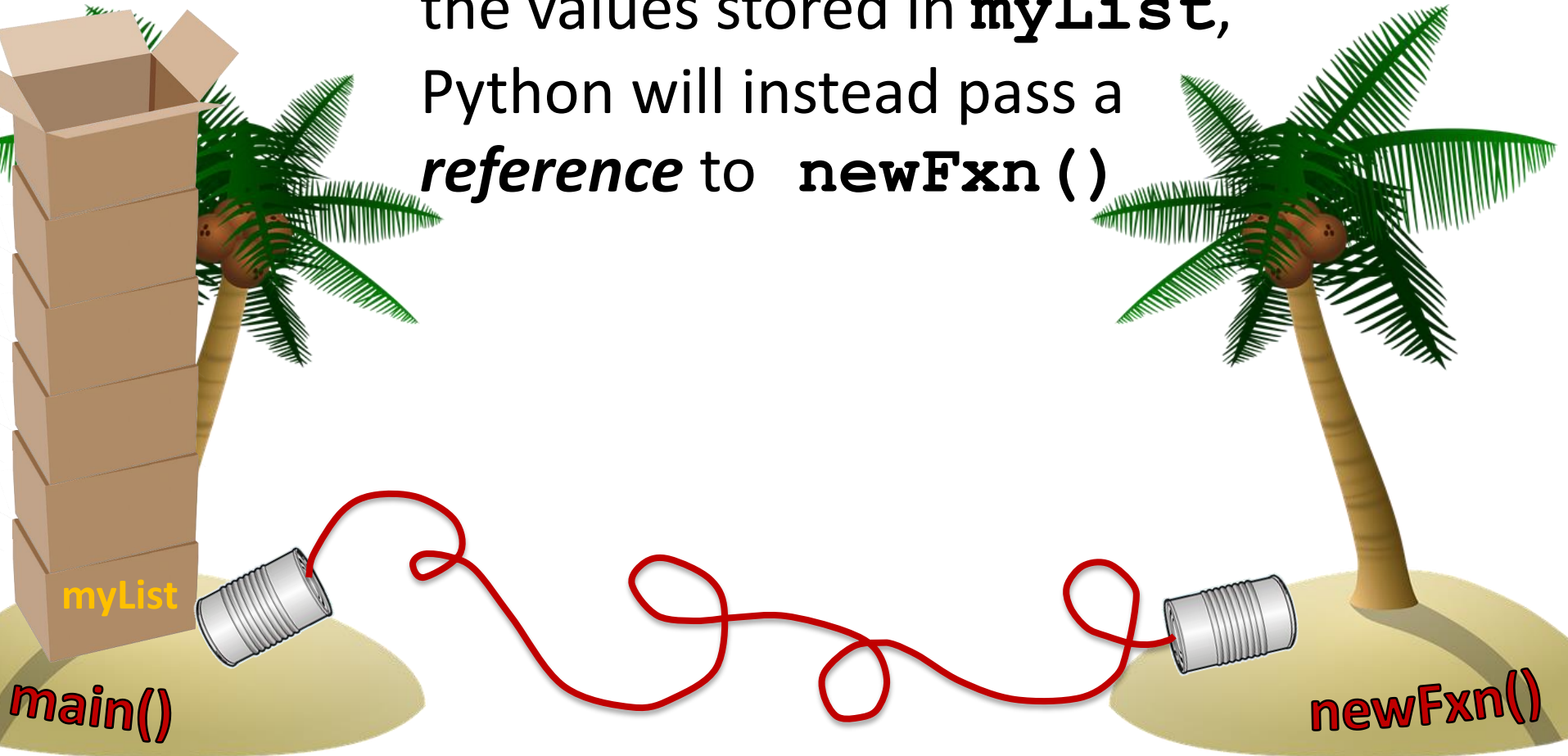
# References

- 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!!!

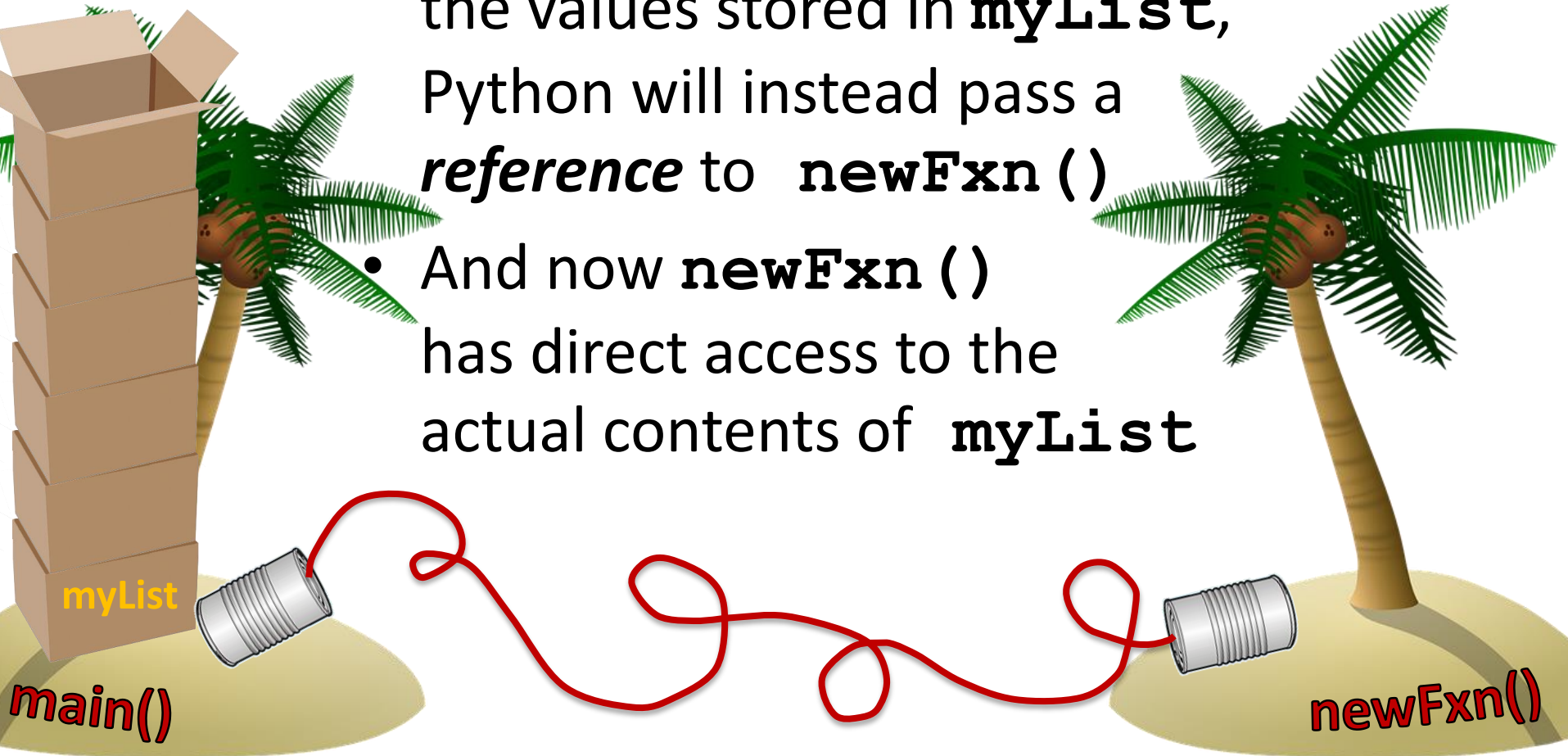
- `main()` has a list called `myList`



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- `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()`
- And now `newFxn()` has direct access to the actual contents of `myList`





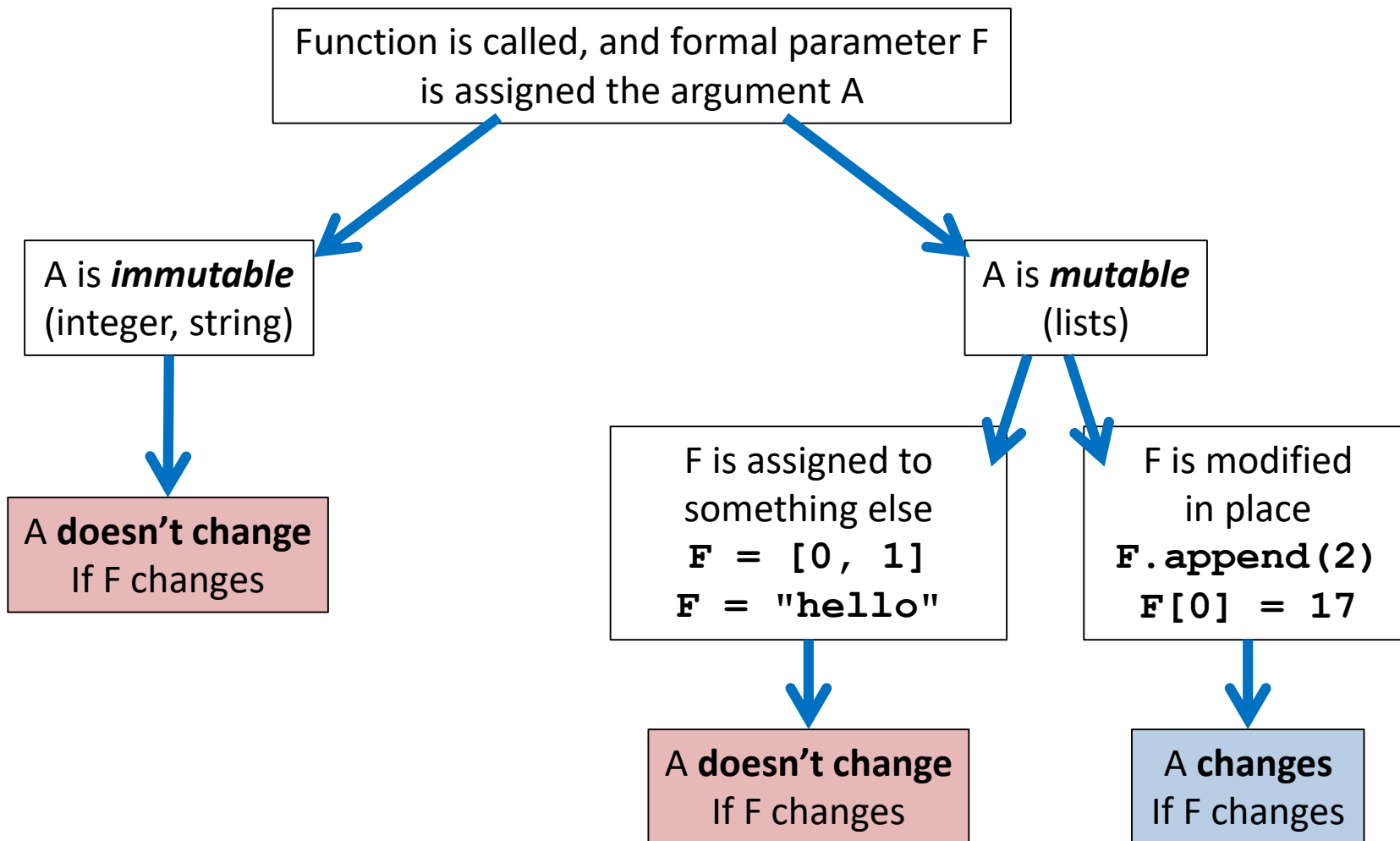
# Mutability in Functions

- 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 new overall 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*, then 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 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
- 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

# Daily emacs Shortcut

- **CTRL+L**
  - Centers the screen on the cursor's location
- Use the shortcut again to “move” the screen so the cursor's at the top
  - Use it a third time to move it to the bottom
  - Once more will cycle it back to the center

# Announcements

- HW 5 is out on Blackboard now
  - Due by Friday (Oct 13th) at 8:59:59 PM
- Midterm is in class, October 18<sup>th</sup> and 19th
  - Survey #1 will be released that week as well
  - Review packet out on the website now
  - You **MUST** use a pencil on the exam!
    - Exams taken in pen will not be graded



# Image Sources

- Tesseract:
  - <https://commons.wikimedia.org/wiki/File:Tesseract.gif>
- Cardboard box:
  - <https://pixabay.com/p-220256/>
- Wooden ship (adapted from):
  - <https://pixabay.com/p-307603/>
- Coconut island (adapted from):
  - <https://pixabay.com/p-1892861/>