

CSC 223 - Advanced Scientific Programming

Python Built-In Types

Simple Values

Type	Example	Description
<code>int</code>	<code>x = 1</code>	integers
<code>float</code>	<code>x = 1.0</code>	floating point numbers
<code>complex</code>	<code>x = 1 + 2j</code>	complex numbers
<code>bool</code>	<code>x = True</code>	boolean: True/False values
<code>str</code>	<code>x = 'abc'</code>	string: characters or text
<code>NoneType</code>	<code>x = None</code>	null value

Integers

- Integer values are numbers without decimal points.

```
>>> x = 1
>>> type(x)
int
```

- Python integers are variable precision; computations do not overflow

Floating-Point Numbers

- Floating-point values can store fractional numbers
- Floating-point values can be defined in standard or exponential notation

`x = 0.000005`

`y = 5e-6`

- An integer can be converted to a float with the `float` constructor

`float(1)`

Complex Numbers

- Complex numbers have real and imaginary parts (both floating point values).
- Complex numbers can be created with the `complex` constructor:

```
>>> complex(1, 2)
(1+2j)
```

- Or alternatively with the “j” suffix

```
>>> 1 + 2j
(1+2j)
```

String Type

- Strings in Python can be created with single or double quotes

```
message = "what do you like?"  
response = 'spam'
```

- Python strings have useful functions and methods

- Examples:

```
>>> len(response)  
4  
>>> response.upper()  
'SPAM'  
>>> message[0] # zero-based indexing  
'w'
```

Boolean Type

- The Boolean type has two possible values: True and False.
- Values of any other type can be converted into boolean values with the bool constructor.
- Examples:

```
>>> bool(123)
```

```
True
```

```
>>> bool(0)
```

```
False
```

```
>>> bool('')
```

```
False
```

None Type

- The `NoneType` has only a single possible value: `None`

```
>>> type(None)
NoneType
```

- A Python function that does not return a value returns `None`

Built-In Data Structures

Type	Example	Description
<code>list</code>	<code>[1, 2, 3]</code>	ordered collection
<code>tuple</code>	<code>(1, 2, 3)</code>	immutable ordered collection
<code>dict</code>	<code>{'a': 1, 'b': 2}</code>	unordered (key,value) mapping
<code>set</code>	<code>{1, 2, 3}</code>	unordered collection

Lists

- Lists are the basic ordered and mutable data collection
- Lists can be defined comma-separated values between square brackets

```
>>> L = [2, 3, 5, 7]
```

- Lists have many useful methods
- Examples:

```
>>> len(L)
```

```
4
```

```
>>> L.append(11)
```

```
[2, 3, 5, 7, 11]
```

List Indexing

- Elements of a list can be indexed for single values.
- Lists use zero based indexing

```
>>> L = [2, 3, 5, 7, 11]
```

```
>>> L[0]
```

```
2
```

- Lists can be indexed from the end with negative integers

```
>>> L[-1]
```

```
11
```

```
>>> L[-2]
```

```
7
```

List Slicing

- Elements of a list can be sliced for multiple values.
- List slicing syntax uses a colon to indicate the (inclusive) start point and the (exclusive) end point.

```
>>> L = [2, 3, 5, 7, 11]
>>> L[0:3]
[2, 3, 5]
```

- An optional third integer can be used to represent a step size

```
>>> L[: :2]
[2, 5, 11]
```

Tuples

- Tuples are an immutable, ordered collection
- Immutable means that once a tuple is created it cannot be changed
- Tuple are defined with parentheses or using commas

```
>>> t1 = (1, 2, 3)
```

```
>>> t2 = 1, 2, 3
```

- Tuples can be indexed and sliced like lists

Dictionaries

- Dictionaries map keys to values
- Dictionaries are created by a comma separated list of key:value pairs between curly braces

```
>>> numbers = {'one': 1, 'two': 2}
```

- Items are accessed using the key

```
>>> numbers['two']
```

```
2
```

Sets

- Sets are unordered collections of unique items
- Sets are defined by a comma separated list of values between curly braces

```
>>> primes = {2, 3, 5, 7}
```

```
>>> odds = {1, 3, 5, 7, 9}
```

- Sets support mathematical set operations
- Example

```
>>> primes | odds
```

```
{1, 2, 3, 5, 7, 9}
```

```
>>> primes.union(odds)
```

```
{1, 2, 3, 5, 7, 9}
```