

# Dictionaries!

- Purpose
- Initialization
- Using lists
- `keys()` and `values()`

# What is a dictionary?

- Lists only store a sequence of data
- Often, we want to associate “keys” with “values”
- How would we actually store a class' test scores?
  - johnny = 85
  - yifan = 79
  - gloria = 90
  - ...

# The empty dictionary

```
>>> nothing = {}
```

```
>>> nothing  
{}
```

# What is a dictionary?

```
>>> # Also called "association
>>> # lists", "hashes", "maps", etc

>>> grades = {
    'johnny': 85,
    'yifan': 79,
    'gloria': 90, # trailing comma
}
>>> grades
{'yifan': 79, 'gloria': 90, 'johnny': 85}

>>> grades['yifan']
79
```

# Using dictionaries

```
>>> grades = {  
    'johnny': 85,  
    'yifan': 79,  
    'gloria': 90,  
}
```

```
>>> # Add an item to a dictionary
```

```
>>> grades['saalem'] = 53
```

```
>>> grades
```

```
{'yifan': 79, 'saalem': 53, 'gloria': 90,  
'johnny': 85}
```

# Using dictionaries

```
>>> # Be careful with KeyValue errors
```

```
>>> grades['elana']
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

```
KeyError: 'elana'
```

```
>>> # Safer:
```

```
>>> grades.get('elana')
```

```
>>>
```

# Using dictionaries

```
>>> grades = {  
    'johnny': 85,  
    'yifan': 79,  
    'gloria': 90,  
    'saalem': 53,  
}
```

```
>>> # Change a value in the dictionary
```

```
>>> grades['saalem']
```

```
53
```

```
>>> grades['saalem'] = 100
```

```
>>> grades['saalem']
```

```
100
```

# keys() and values()

```
>>> grades = {  
    'johnny': 85,  
    'yifan': 79,  
    'gloria': 90,  
    'salem': 100,  
}
```

```
>>> # Get a list of the keys in the dict
```

```
>>> grades.keys()  
['yifan', 'salem', 'gloria', 'johnny']
```

```
>>> # Get a list of the values in the dict
```

```
>>> grades.values()  
[79, 100, 90, 85]
```

# keys() and values()

```
>>> # Class average
>>> grade_list = grades.values()
>>> sum = 0

>>> for grade in grade_list:
...     sum += grade

>>> sum
354
>>> print(sum / len(grade_list))
88
```

# Modules

- Purpose
- Built-ins
- Importing
- The random library

# What is a module?

- A unified body of code someone else wrote
- We don't want to have to write everything ourselves!
  - Philosophy behind free software
- **Libraries:** contain many modules
- Python has many built-in modules

# Built-in Modules and More

- Built-in

- random: random numbers

- urllib: utilities for working with URLs

```
>>> import urllib
```

```
>>> urllib.quote('url.with.a.space/here yay')
```

```
'url.with.a.space/here%20yay'
```

- Other

- matplotlib: draw graphs and plots!

- List: <https://wiki.python.org/moin/UsefulModules>

# Using a module

```
>>> random.randint(0,5)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
NameError: name 'random' is not defined
```

```
>>> # Make sure we have the code available!
>>> import random
>>> random.randint(0,5)
5
>>> random.randint(0,5)
4
```

# Using a module

```
>>> provinces = ['AB', 'BC', 'MB', 'NB', 'NL', 'NS',  
'NT', 'NU', 'ON', 'PE', 'QC', 'SK', 'YT', 'AK']  
  
>>> # Documentation for modules online!  
>>> # https://docs.python.org/2/library/random.html  
>>> import random  
>>> random.choice(provinces)  
'NL'  
>>> random.randint(0, 5)  
'ON'
```

# Putting it all together

- Demo of `provincial_capitals.py`
  - Follow along on your own computer
  - Make sure to ask questions!
- Break for lunch afterwards!
- Return from lunch for 12:45 PM