

CSCI 141

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Dictionaries

Goals

- Know the basics of how to use dictionaries (dicts):
 - Creation, assignment, and indexing
 - get method
 - in operator
 - del statement
 - Iterating over keys and values:
 - keys, values, and items methods

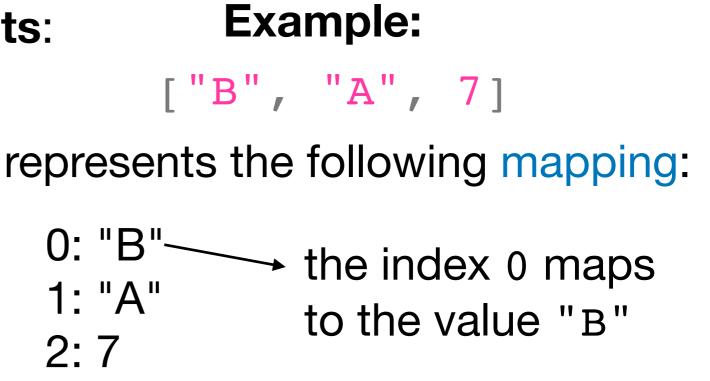
- Lists, tuples, strings are all **sequences** (their contents are ordered)
- Python also has some types that handle non-sequential collections, including dictionaries (type dict):
 - A dictionary is a collection of key-value mappings

Another way to think about lists:

A list is a mapping

from integer indices

to arbitrary values.



Another way to think about **lists**:

A list is a mapping

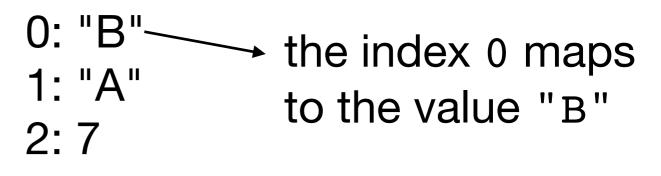
from integer indices

to arbitrary values.

["B", "A", 7]

represents the following mapping:

Example:



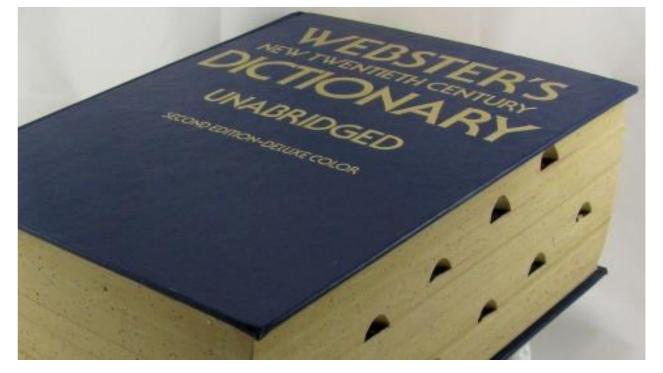
A dictionary is a mapping

from arbitrary immutable keys

to arbitrary values.

Why do we want this?

Suppose I want to store...



english = {}
english["aardvark"] = """a nocturnal burrowing
mammal with long ears, a tubular snout, and a
long extensible tongue, feeding on ants and
termites. Aardvarks are native to Africa and have
no close relatives."""

Dictionaries Why do we want this?

Suppose I want to store...

A list of W#s of all the students in each of the lab sections.

```
sections = {}
sections[20769] = ["W0183782", "W0243810", # ...
sections[23512] = ["W0184582", "W0182368", # ...
# ...
```

Dictionaries Why do we want this?

Suppose I want to store...

A bunch of different information about a WWU employee:

Dictionaries Why do we want this?

Suppose I want to store...

The number of students with each letter grade in my class:

grade_counts = { "A": 6, "B": 12, "C": 8, "D": 2}

Dictionaries: Let's play

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```
# create a dict:
grades = {"A": 10, "B": 18, "C": 6, "D": 2}
grades["A"] # => 10
grades["B"] # => 18
grades["E"] # KeyError
grades["E"] = "Huh?" # new mapping
grades["A"] = 12 # overwrites existing value
"F" in grades # => False
"E" in grades # => True
del grades["E"] # removes "E" and its value
"E" in grades # => False
```

Dictionaries: Let's play

several ways to access values:
grades["A"] # => 12
grades.get("A") # => 12

get method never causes an error
grades["Q"] # KeyError
grades.get("Q") # => None (no error!)

get can take a default value to
return if the key isn't found:
grades.get("A", 0) # => 12
grades.get("Q", 0) # => 0

Dictionaries: Cheat Sheet

• Creation:

d = {key1: value1, key2: value2, ...}

• Access:

d[key] # => value, or error if key not in d
d.get(key) # => value, or None if key not in d
d.get(key, alt) # => value, or alt if key not in d

- Assignment:
 d[key] = new_value <i>if key exists: overwrite old value
 otherwise: add new key-value mapping
- Membership:

key in d # => True if d[key] exists

• Removal:

del d[key] # deletes key and its associated value

Iterating over Dictionaries? Demo

pop = {"WWU": 16121, "UW": 47899, "WSU": 24470}

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pop = {"WWU": 16121, "UW": 47899, "WSU": 24470}

- for key in d
- d.keys(); list(d.keys())
- for val in d.values()
- key, value in d.items()
- list(d.items())

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key in d # => True if d[key] exists

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Dictionary Iteration: Cheat Sheet

- d = {key1: value1, key2: value2, ...}
- for key in d:
 print(key)
- for key in d.keys():
 print(key)
- for val in d.values():
 print(val)

Note 1: Like range, these methods return sequences that are not lists. To get a list of values use list(d.values()).

Note 2: In Python <3.7, you can't rely on the key ordering being the same. In 3.7+, the order matches insertion order.

for (key, val) in d.items():
 print(key, val, sep=": ")