

Programming in Python¹

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Dictionaries

Sets

Comprehension

Types, docstrings doctests

File

Lecture VIII: Other Composite Objects

State of the homework



- Click on the link and accept the assignment: this will create your own git repository on GitHub with the homework
- Clone the repository on your machine (the easiest way is to use the GitHub Desktop app)
- Work on the solution in the file exercise.py
- Commit your work (again with GitHub Desktop it is easy)
- Push (again with GitHub Desktop it is easy) the solution on GitHub so I can comment on it
- Read my comments
- If the solution can be improved, go back to step 3

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Dictionaries



A composite type dict that implements a mapping between immutable keys and values.

```
d = {'key': 'foo', 3: 'bar'}
print(d['key']) # 'foo'
print(d[3]) # 'bar'
print(d[2]) # error!
```

Notation is similar to lists/tuples, but dicts are not sequences indexed by numbers, you must use only the existing keys (d.keys()).

```
if x in d.keys():
    print(d[x])
```

A sequence of values can be obtained with d.values. A sequence of 2-tuples (key, value) with d.items().

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Sets



A set is a composite object with no duplicate (non mutable) elements. Common set operations are possible.

- Set literals: {1,2,3} set()
- {1,2,3}.union({3,5,6}) {1,2,3}.intersection({3,5,6})

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Comprehensions

```
Comprehensions are a concise way to create lists, sets,
maps... It resembles the mathematical notation used for sets
A = \{a^2 | a \in \mathbb{N}\}.
squares = [x**2 \text{ for } x \text{ in } range(10)]
# equivalent to:
squares = []
for x in range(10):
   squares.append(x**2)
# filtering is possible
odds = [x \text{ for } x \text{ in range}(100) \text{ if } x \% 2 != 0]
# with a set
s = \{x \text{ for } x \text{ in range}(50+1) \text{ if } x \% 5 == 0\}
# with a dict
d = \{x: x**2 \text{ for } x \text{ in } range(10)\}
```

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Make a program readable



You never write a program only for a machine! You, others, tools will read the program for different purposes. Every minute spent in making a program more understandable pays off hours saved later.

- Type hinting makes clear what a function needs to work properly, and what it produces
- Documentation helps understanding without the need to read implementation details
- Examples of use make easy to remember how to use a function and can be used for verification

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Example



```
Num = int | float
def cube(x: Num) -> Num:
     """Return the cube of x.
     >>> cube(-3)
     -27
     \Rightarrow \Rightarrow abs(cube(0.2) - 0.008) < 10e-5
     True
     11 11 11
     return x * x * x
```

Examples can be tested by: python -m doctest filename.py.

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Files



A file is an abstraction the operating system uses to preserve data among the execution of programs. Data must be accessed sequentially. (Italian reading people might enjoy this)

- We need commands to ask to the OS to give access to a file (open).
- It is easy to read or write data sequentially, otherwise you need special commands (seek) to move the file "cursor"
- The number of open files is limited (≈ thousands), thus it is better to close files when they are not in use

Files contain bits (normally considered by group of bytes, 8 bits), the interpretation ("format") is given by the programs which manipulate them. However, "lines of printable characters" (plain text) is a rather universal/predefined interpretation, normally the easiest to program.

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File read access

for i in f:



```
f = open('filename.txt', 'r') # read only
# iterating on a file reads (all) the lines
for i in f:
    print(i)
# End of file already reached, result is ''
f.readline()
f.close()
# File closed. error!
f.readline()
To avoid remembering to close explicitly, Python provides the
context manager syntax.
```

with open('filename.txt', 'r') as f:

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Files

print(i)