CSSE 120 – Introduction to Software Development (Robotics section)

Concept: Sequences and Indexing

What is a sequence?

A **sequence** is a type of thing in Python that represents a finite, ordered **collection** of things **indexed** by whole numbers. For example:

- A list: ['red', 'white', 'blue']
- A string:

 'Check out Joan Osborne, super musician'
- A tuple: (800, 400, 310)

There are also types for *unordered* collections, for example, *sets* and *dictionaries*.

Lists, strings and tuples are all sequences. Lists and tuples can contain anything; strings contain only characters. Tuples act just like lists except tuples are not mutable – we'll talk more about mutability later.

Why are sequences important?

Sequences are powerful because they let you refer to an entire collection, as well as the items in the collection, using a *single name*.

You can still get to the items (aka elements) in the collection, by indexing:

```
colors = ['red', 'white', 'blue']
  colors[0] has value 'red'
  colors[1] has value 'white'
  colors[2] has value 'blue'
```

Indexing starts at ZERO, not at one

The number (or variable) inside the square brackets is called the INDEX.

 And you can loop ("iterate") through the items in the collection, as in this example that constructs circles with colors taken from a list.

```
colors = ['red', 'white', 'blue', ...]
for k in range(len(colors)):
    circle = zg.Circle(...)
    circle.setFill(colors[k])
```

The len function returns the LENGTH of the sequence, that is, the number of items in the sequence.



Be sure that you understand the use of the index **k** in the above example. It is not a "magic" symbol; it is just an ordinary variable that goes **0**, **1**, **2**, ... per the **range** statement. Do you see now why the **range** statement is defined to start at **0** and ends one *short* of the value of its argument?

When you don't need the index itself, here is an alternative notation for looping (iterating) through a sequence:

```
for color in colors:
    circle = zg.Circle(...)
    circle.setFill(color)
```

Accessing the last element of a sequence – avoid this gotcha



A common *error* when trying to refer to the last element of a sequence is to be off-by-one, as in this example:

Different types of sequences: list, string, tuple and range

The sequence types that we will use most often are *list*, *string* (*str*) and *tuple* (and also *range*, but we will use *range* only in *for* statements).

 A *list* can contain objects of any type and is *mutable*. Literals are written using square brackets:

```
[45, 87.0, zg.Point(400, 30)]
```

 A tuple can also contain objects of any type, but is not mutable. Literals are written using parentheses:

```
(45, 87.0, zg.Point(400, 30))
(57,)
```

 A string can contain only Unicode characters and is not mutable. Literal strings are written using single or double quotation marks (either is fine): Notation for a SINGLE item in a tuple. Also, for tuples with more than one item you can omit the parentheses.

```
'hi there'
```

"what's up doc?"

We'll discuss *mutability* in a forthcoming session.

An example:

Here (on the right) is an example that combines the *summing* pattern with the *iterating-thru-a-sequence* pattern.

```
def sum_all(sequence):
    """ Returns the sum of all the numbers in the
        given sequence. Precondition: The argument
        is a sequence containing only numbers.
    """
    total = 0
    for k in range(len(sequence)):
        total = total + sequence[k]
return total
```