61A Lecture 10

Monday, September 17

Sequence Iteration

```
def count(s, value):
   total = 0
   for (elem) in s:
        Name bound in the first frame
        of the current environment
```

```
if elem == value:
    total = total + 1
return total
```

for <name> in <expression>:
 <suite>

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 Evaluate the header <expression>, which must yield an iterable value.

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- 2. For each element in that sequence, in order:

for <name> in <expression>:
 <suite>

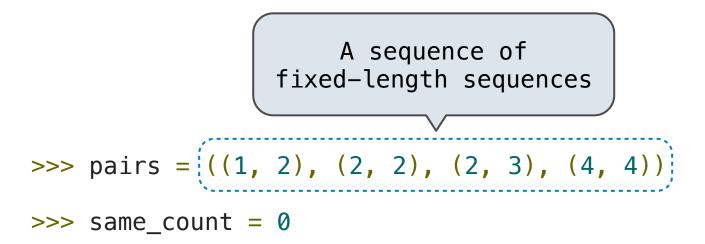
- Evaluate the header <expression>, which must yield an iterable value.
- 2. For each element in that sequence, in order:
 - A. Bind <name> to that element in the first frame of the current environment.

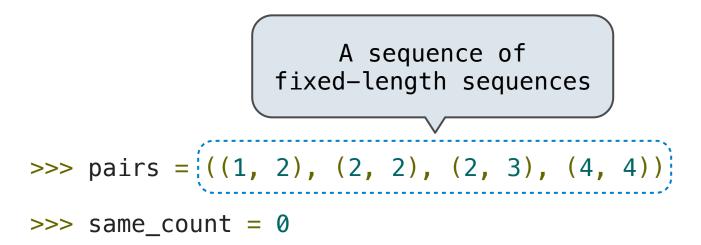
for <name> in <expression>:
 <suite>

- Evaluate the header <expression>, which must yield an iterable value.
- 2. For each element in that sequence, in order:
 - A. Bind <name> to that element in the first frame of the current environment.
 - B. Execute the <suite>.

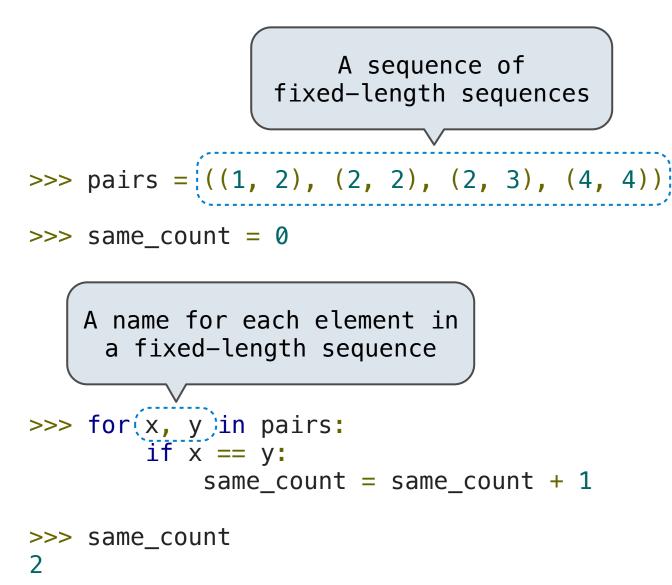
>>> pairs = ((1, 2), (2, 2), (2, 3), (4, 4))

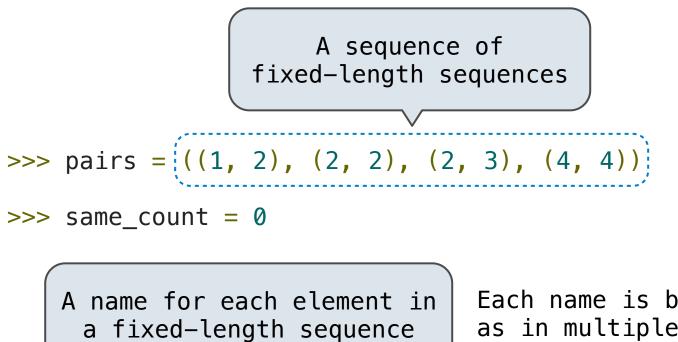
>>> same_count = 0



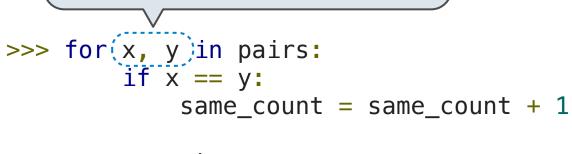


```
>>> for x, y in pairs:
    if x == y:
        same_count = same_count + 1
>>> same_count
2
```





Each name is bound to a value, as in multiple assignment



>>> same_count
2

..., -5, -4, -3, -2, -1, 0, 1, 2, 3, 4, 5, ...

The Range Type

A range is a sequence of consecutive integers.*

$$\dots, -5, -4, -3, -2, -1, 0, 1, 2, 3, 4, 5, \dots$$

range(-2, 2)

...,
$$-5$$
, -4 , -3 , -2 , -1 , 0 , 1 , 2 , 3 , 4 , 5 , ...
range(-2, 2)

...,
$$-5$$
, -4 , -3 , -2 , -1 , 0 , 1 , 2 , 3 , 4 , 5 , ...
range(-2 , 2)

Length: ending value - starting value

Length: ending value – starting value

Element selection: starting value + index

$$\dots, -5, -4, -3, -2, -1, 0, 1, 2, 3, 4, 5, \dots$$

Length: ending value – starting value

Element selection: starting value + index

```
>>> tuple(range(-2, 2))
(-2, -1, 0, 1)
>>> tuple(range(4))
(0, 1, 2, 3)
```

Length: ending value – starting value

Element selection: starting value + index

Length: ending value – starting value

Element selection: starting value + index

Length: ending value – starting value

(Demo)

Element selection: starting value + index

The Python sequence abstraction has two more behaviors!

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Membership.

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```
>>> digits = (1, 8, 2, 8)
>>> 2 in digits
True
>>> 1828 not in digits
True
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Slicing.

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Membership.

```
>>> digits = (1, 8, 2, 8)
>>> 2 in digits
True
>>> 1828 not in digits
True
```

Slicing.

```
>>> digits[0:2]
(1, 8)
>>> digits[1:]
(8, 2, 8)
```

Strings are an Abstraction

Representing data:

'200'	'1.2e-5'	'False'	'(1, 2)'
-------	----------	---------	----------

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'200' '1.2e-5' 'False' '(1, 2)'

Representing language:

"""And, as imagination bodies forth The forms of things to unknown, and the poet's pen Turns them to shapes, and gives to airy nothing A local habitation and a name.

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Representing programs:

'curry = lambda f: lambda x: lambda y: f(x, y)'

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Representing programs:

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'curry = lambda f: lambda x: lambda y: f(x, y)'
```

Demo

```
>>> 'I am string!'
'I am string!'
```

```
>>> "I've got an apostrophe"
"I've got an apostrophe"
```

>>> '您好'

```
>>> 'I am string!'
'I am string!'
```

```
>>> "I've got an apostrophe"
"I've got an apostrophe"
```

```
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```

'您好'

Single- and double-quoted strings are equivalent

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>>> """The Zen of Python
claims, Readability counts.
Read more: import this."""
'The Zen of Python\nclaims, Readability counts.\nRead more:
import this.'
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A backslash "escapes" the
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Length. A sequence has a finite length.

```
>>> city = 'Berkeley'
>>> len(city)
8
>>> city[3]
'k'
```

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>>> city = 'Berkeley'
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8
>>> city[3] < An element of a string
'k' is itself a string!</pre>
```

Length. A sequence has a finite length.

```
>>> 'Berkeley' + ', CA'
'Berkeley, CA'
>>> 'Shabu ' * 2
'Shabu Shabu '
```

```
>>> city = 'Berkeley'
>>> len(city)
8
>>> city[3] < An element of a string
'k' is itself a string!</pre>
```

Length. A sequence has a finite length.

Element selection. A sequence has an element corresponding to any non-negative integer index less than its length, starting at 0 for the first element.

```
>>> 'Berkeley' + ', CA'
'Berkeley, CA'
>>> 'Shabu ' * 2
'Shabu Shabu '
```

String arithmetic is similar to tuple arithmetic

The "in" and "not in" operators match substrings

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>>> 'here' in "Where's Waldo?"
True

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Why? Working with strings, we care about words, not characters

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True
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Why? Working with strings, we care about words, not characters

```
>>> 'Mississippi'.count('i')
4
>>> 'Mississippi'.count('issi')
1
```

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```
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True
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Why? Working with strings, we care about words, not characters

The "in" and "not in" operators match substrings

```
>>> 'here' in "Where's Waldo?"
True
```

Why? Working with strings, we care about words, not characters

```
>>> 'Mississippi'.count('i')
4
>>> 'Mississippi'.count('issi')
1
the number of
non-overlapping
occurrences of a
    substring
```

American Standard Code for Information Interchange

	0	1	2	3	4	5	6	7	8	9	Α	В	C	D	Ε	L F J
0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	S0	SI
1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
2		!	н	#	\$	°\0	ŵ	-	()	*	+	,	-	-	/
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4	0	Α	В	С	D	Ε	F	G	Н	Ι	J	K	L	Μ	Ν	0
5	Ρ	Q	R	S	Т	U	V	W	X	Y	Z]	\]	^	–
6	,	а	b	с	d	e	f	g	h	i	j	k	ι	m	n	0
7	р	q	r	s	t	u	v	W	X	У	z	{		}	۱	DEL

ASCII Code Chart

American Standard Code for Information Interchange

								CT CT									
		0	1	2	3	4	5	6	7	8	9	Α	В	C	D	E	I F I
S	0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	S0	SI
it	1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
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m	3	0	1	2	3	4	5	6	7	8	9	:	;	٨	=	٨	?
.s	4	0	Α	В	С	D	E	F	G	Η	Ι	J	K	L	Μ	Ν	0
rows	5	Ρ	Q	R	S	Т	U	V	W	X	Y	Z	[$\mathbf{\lambda}$]	~	—
	6	`	а	b	с	d	e	f	g	h	i	j	k	ι	m	n	0
Ø	7	р	q	r	s	t	u	v	W	X	У	z	{		}	1	DEL

ASCII Code Chart

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								CT CT									
		0	1	2	3	4	5	6	7	8	9	Α	В	C	D	Ε	L F I
S	0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	S0	SI
bit	1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
	2		!	н	#	\$	°\0	ŵ	I.	()	*	+	,	-	-	/
С	З	0	1	2	3	4	5	6	7	8	9	:	;	٨	II	٧	?
S	4	0	Α	В	С	D	E	F	G	Η	Ι	J	K	L	Μ	Ν	0
rows	5	Ρ	Q	R	S	Т	U	۷	W	X	Y	Z	[$\mathbf{\lambda}$]	<	—
	6	`	а	b	с	d	e	f	g	h	i	j	k	l	m	n	0
ω	_ 7]	р	q	r	s	t	u	v	W	x	у	z	{		}	۱	DEL

ASCII Code Chart

American Standard Code for Information Interchange

O 1 2 3 4 5 6 7 8 9 A B C D E O NUL SOH STX ETX EOT ENQ ACK BEL BS HT LF VT FF CR SO I DLE DC1 DC2 DC3 DC4 NAK SYN ETB CAN EM SUB ESC FS GS RS I DLE DC1 IC2 IC3 IC4 NAK SYN ETB CAN EM SUB ESC FS GS RS I I III III III III IIII IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	F SI US
Of triangle 1 DLE DC1 DC2 DC3 DC4 NAK SYN ETB CAN EM SUB ESC FS GS RS 2 ! '' # \$ % & ' () * + ' - ·	
+ 1 DLE DC1 DC2 DC3 DC4 NAK SYN ETB CAN EM SUB ESC FS GS RS -0 2 ! '' # \$ % & ' () * + ' - -	US
<u>♀</u> 2 <u>!</u> "#\$%& <u></u> '()}*+,	
	/
[∩] 3 0 1 2 3 4 5 6 7 8 9 : ; < = >	?
S 4 @ A B C D E F G H I J K L M N	0
A B C D E F G H I J K L M N 5 P Q R S T U V W X Y Z [\) 1 ^	-
6 \ a b c d e f 9 h 1] K L m h	0
[∞] 7 p q r s t u v w x y z { } ~	DEL

ASCII Code Chart

16 columns: 4 bits

• Layout was chosen to support sorting by character code

American Standard Code for Information Interchange

								JUL 1									
		0	1	2	3	4	5	6	7	8	9	Α	В	C	D	Ε	L F I
S	0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	S0	SI
bit	1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
	2		!	н	#	\$	°∕∘	&	1	()	*	+	,	-	-	/
m	3	0	1	2	3	4	5	6	7	8	9	:	;	۸	=	>	?
S.	4	0	Α	В	C	D	E	F	G	Η	Ι	J	K	L	М	Ν	0
rows	5	Ρ	Q	R	S	Т	U	۷	W	Х	Y	Z	[$\mathbf{\lambda}$]	^	-
	6	`	а	b	с	d	e	f	g	h	i	j	k	ι	m	n	0
ω	_7	р	q	r	s	t	u	v	W	x	У	z	{		}	1	DEL
	_																

ASCII Code Chart

- Layout was chosen to support sorting by character code
- Rows indexed 2–5 are a useful 6-bit (64 element) subset

American Standard Code for Information Interchange

								JUL 1									
		0	1	2	3	4	5	6	7	8	9	Α	В	C	D	Е	L F I
S	ō	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	S0	SI
	1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
b i.	2		!	н	#	\$	%	&	1	()	*	+	,	-	-	/
m	З	0	1	2	3	4	5	6	7	8	9	:	;	<	II	٧	?
S.	4	0	Α	В	С	D	Е	F	G	Н	Ι	J	K	L	М	Ν	0
rows	5	Р	Q	R	S	Т	U	۷	W	Х	Y	Z	[\backslash]	~	-
	6	`	а	b	с	d	e	f	g	h	i	j	k	l	m	n	0
ω	_7]	р	q	r	s	t	u	v	W	x	У	z	{		}	ł	DEL
	_																

ASCII Code Chart

- Layout was chosen to support sorting by character code
- Rows indexed 2–5 are a useful 6-bit (64 element) subset
- Control characters were designed for transmission

American Standard Code for Information Interchange

							A	SCII	[Cod	de Cl	hart		"L	ine	fee	d''	
		0	1	2	3	4	5	6	7	8	9	A	В	C	D	Ε	F
S	0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	S0	SI
bit	1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
<u> </u>	2		!	н	#	\$	%	&	1	()	*	+	,	-	•	/
m	З	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
S	4	@	Α	В	С	D	Ε	F	G	Н	I	J	K	L	М	Ν	0
rows	5	Р	Q	R	S	Т	U	V	W	Х	Y	Z	[\]	^	—
	6	,	а	b	с	d	е	f	g	h	i	j	k	ι	m	n	0
∞	_7]	р	q	r	S	t	u	v	W	x	у	z	{		}	۱	DEL

- Layout was chosen to support sorting by character code
- Rows indexed 2–5 are a useful 6-bit (64 element) subset
- Control characters were designed for transmission

"Bell" "Line feed" ASCII Code Chart 2 1 3 1 - 4 8 9 В С D Ε F 7 Α 1 6 NUL SOH | STX | ETX | EOT ENQ ACK BEL BS HT LF VT FF CR **S**0 SI bits DC2 DLE DC1 DC3 DC4 NAK SYNIETB FS CAN EΜ SUB I ESC GS RS US % # \$ & * + н. , \mathbf{m} 3 0 1 2 3 5 6 7 9 ? 4 8 2 < = > rows: @ Ε F Α В С G Н Ι J Κ 0 D L М Ν Ρ 5 0 R S Т U V W Χ Υ Ζ ^ _ f i b d g h i k 1 • а С е ο m n ∞ р q t У DEL r S u v z W х

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American Standard Code for Information Interchange

16 columns: 4 bits

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Demo



辥	聲	聳	聴	聵	聶	職	聸
8071	8072	8073	8074	8075	8076	8077	8078
健	腲	腳	腴	腵	腵	腷	腸
8171	8172	8173	8174	8175	8176	8177	8178
酿	色	艳	艴	艵	艶	艶	艸
8271	8272	8273	8274	8275	8276	8277	8278
苣	荲	荳	荴	荵	荶	荷	茡
8371	8372	8373	8374	8375	8376	8377	8378
葱	葲	葳	葴	葵	葶	葷	恵

• 109,000 characters

簳	聲	聳	聴	聵	聶	職	聸
8071	8072	8073	8074	8075	8076	8077	8078
<u>健</u> 8171	腲	腳 8173	 腴 8174	服	股	届	腸 ⁸¹⁷⁸
酿	色	艳	艴	艵	艶	豐色	丱Ψ
8271 芒 8371	8272 <u> </u> 8272 8372	8273 ++++ 	8274 扶 8374	8275 芯 8375	8276	8277 荷 8377	8278 学 8378
葱	款	威	蔵	葵	营	ず	恵

- 109,000 characters
- 93 scripts (organized)

簳	聲	聳	聴	聵	圤	職	聸
8071	8072	8073	8074	8075	8076	8077	8078
健	腲	腳	腴	腵	腵	腷	腸
8171	8172	8173	8174	8175	8176	8177	8178
酿	色	艳	艴	艵	艶	艶	丱Ψ
8271	8272	8273	8274	8275	8276	8277	8278
茸毛	荲	荳	荴	荵	荶	荷	茡
8371	8372	8373	8374	8375	8376	8377	8378
葱	葲	葳	葴	葵	葶	葷	葸

- 109,000 characters
- 93 scripts (organized)
- Enumeration of character properties, such as case

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8171	8172	8173	8174	8175	8176	8177	8178
酿	色	艳	艴	艵	艶	艶	艸
8271	8272	8273	8274	8275	8276	8277	8278
芼	荲	荳	荴	荵	荶	荷	茡
8371	8372	8373	8374	8375	8376	8377	8378
葱	葲	葳	葴	葵	葶	葷	葸

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- Enumeration of character properties, such as case
- Supports bidirectional display order

鞀	聲	聳	聴	聵	聶	職	聸
8071	8072	8073	8074	8075	8076	8077	8078
健	腲	腳	腴	腵	腵	腷	腸
8171	8172	8173	8174	8175	8176	8177	8178
酿	色	艳	艴	艵	艶	艶	丱
8271	8272	8273	8274	8275	8276	8277	8278
芼	荲	荳	荴	荵	荶	荷	茡
8371	8372	8373	8374	8375	8376	8377	8378
葱	葲	葳	葴	葵	葶	葷	葸

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- Enumeration of character properties, such as case
- Supports bidirectional display order
- A canonical name for every character

簳	聲	聳	聴	聵	圤	職	聸
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健	腲	腳	腴	腵	腵	腷	腸
8171	8172	8173	8174	8175	8176	8177	8178
酿	色	艳	艴	艵	艶	艶	艸屮
8271	8272	8273	8274	8275	8276	8277	8278
芼	荲	荳	荴	荵	荶	荷	茡
8371	8372	8373	8374	8375	8376	8377	8378
葱	葲	葳	葴	葵	葶	葷	恵

http://ian-albert.com/unicode_chart/unichart-chinese.jpg

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簳	聲	聳	聴	聵	聶	職	聸
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健	腲	腳	腴	腵	腵	腷	腸
8171	8172	8173	8174	8175	8176	8177	8178
酿	色	艳	艴	艵	艶	艶	艸
8271	8272	8273	8274	8275	8276	8277	8278
芼	荲	荳	荴	荵	荶	荷	荸
8371	8372	8373	8374	8375	8376	8377	8378
葱	葲	葳	葴	葵	葶	葷	葸

http://ian-albert.com/unicode_chart/unichart-chinese.jpg

U+0058 LATIN CAPITAL LETTER X

- 109,000 characters
- 93 scripts (organized)
- Enumeration of character properties, such as case
- Supports bidirectional display order
- A canonical name for every character

簳	聲	聳	聴	聵	聶	職	聸
8071	8072	8073	8074	8075	8076	8077	8078
健	腲	腳	腴	腵	腵	腷	腸
8171	8172	8173	8174	8175	8176	8177	8178
酿	色	艳	艴	艵	艶	艶	丱Ψ
8271	8272	8273	8274	8275	8276	8277	8278
芼	荲	荳	荴	荵	荶	荷	茡
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U+0058 LATIN CAPITAL LETTER X

U+263a WHITE SMILING FACE

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U+2639 WHITE FROWNING FACE

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- Enumeration of character properties, such as case
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健	腲	腳	腴	腵	腵	腷	腸
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© |

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Demo





Unicode: Correspondence between characters and integers

Unicode: Correspondence between characters and integers

UTF-8: Correspondence between numbers and bytes

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A byte is 8 bits and can encode any integer 0-255

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Bonus Material

UTF (UCS (Universal Character Set) Transformation Format)

Unicode: Correspondence between characters and integers

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00000000 0

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Bonus Material

UTF (UCS (Universal Character Set) Transformation Format)

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	00000000	0	
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Unicode: Correspondence between characters and integers

UTF-8: Correspondence between numbers and bytes

	00000000	0	
bytes	00000001	1	integers
Dyces	00000010	2	Integers

Bonus Material

UTF (UCS (Universal Character Set) Transformation Format)

Unicode: Correspondence between characters and integers

UTF-8: Correspondence between numbers and bytes

	00000000	0	
bytes	00000001	1	integers
	00000010	2	Integers
	00000011	3	

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Variable-length encoding: integers vary in the number of bytes required to encode them!

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In Python: string length in characters, bytes length in bytes

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Variable-length encoding: integers vary in the number of bytes required to encode them!

In Python: string length in characters, bytes length in bytes

Demo

Sum the even members of the first n Fibonacci numbers.

- Sum the even members of the first n Fibonacci numbers.
- List the letters in the acronym for a name, which includes the first letter of each capitalized word.

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Consider two problems:

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enumerate naturals:

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- enumerate naturals: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11.

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map fib:

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enumerate naturals:	1,	2,	3,	4,	5,	6,	7,	8,	9,	10,	11.
map fib:	0,	1,	1,	2,	3,	5,	8,	13,	21,	34,	55.

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filter iseven:

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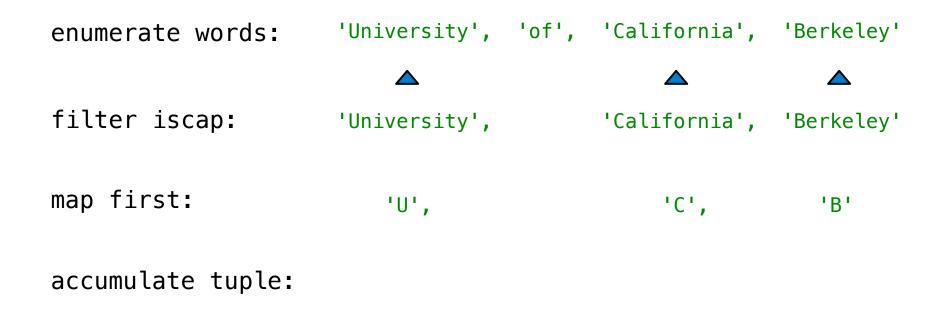
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accumulate tuple:	('U',		'C',	'B')

Apply a function to each element of the sequence

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>>> alternates = (-1, 2, -3, 4, -5)

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Demo

Iterable objects give access to some elements in order.

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Python-specific construct; less specific than a sequence

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Python-specific construct; less specific than a sequence

Many built-in functions take iterable objects as argument.

Accumulation and Iterable Values

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For statements also operate on iterable values.

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Generator Expressions

One large expression that evaluates to an iterable object

(<map exp> for <name> in <iter exp> if <filter exp>)

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Short version: (<map exp> for <name> in <iter exp>)

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Precise evaluation rule introduced in Chapter 4.

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120

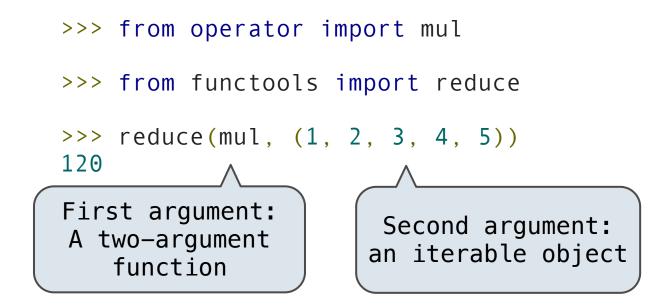
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First argument:
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120
First argument:
A two-argument
function
Second argument:
an iterable object
```

Reduce is a higher-order generalization of max, min, & sum.



Like accumulate from Homework 2, but with iterable objects