

61A Lecture 22

Announcements

Lists

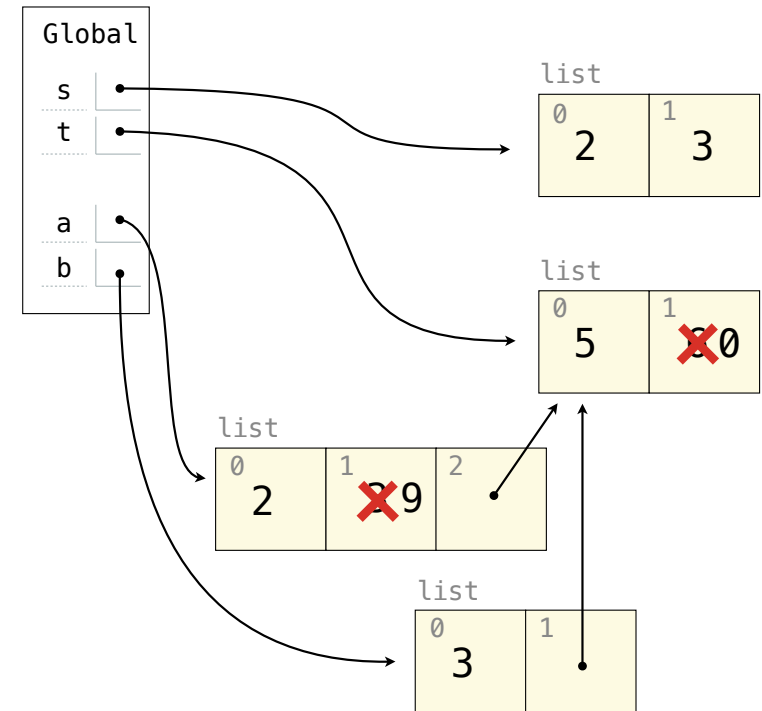
Lists in Environment Diagrams

Assume that before each example below we execute:

`s = [2, 3]`

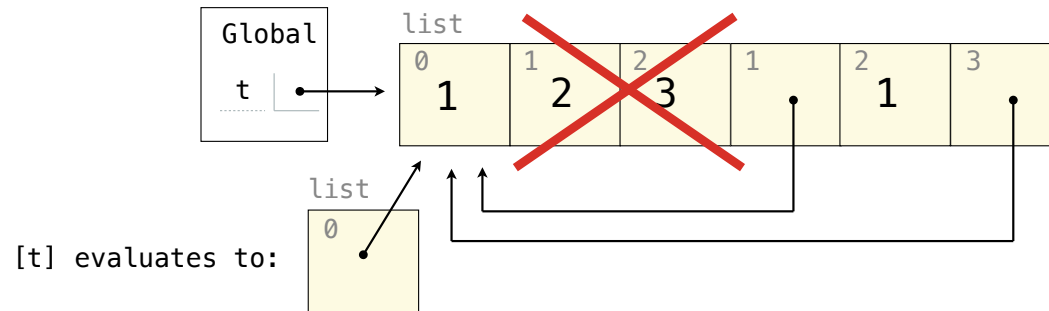
`t = [5, 6]`

Operation	Example	Result
append adds one element to a list	<code>s.append(t)</code> <code>t = 0</code>	<code>s</code> → [2, 3, [5, 6]] <code>t</code> → 0
extend adds all elements in one list to another list	<code>s.extend(t)</code> <code>t[1] = 0</code>	<code>s</code> → [2, 3, 5, 6] <code>t</code> → [5, 0]
addition & slicing create new lists containing existing elements	<code>a = s + [t]</code> <code>b = a[1:]</code> <code>a[1] = 9</code> <code>b[1][1] = 0</code>	<code>s</code> → [2, 3] <code>t</code> → [5, 0] <code>a</code> → [2, 9, [5, 0]] <code>b</code> → [3, [5, 0]]
The list function also creates a new list containing existing elements	<code>t = list(s)</code> <code>s[1] = 0</code>	<code>s</code> → [2, 0] <code>t</code> → [2, 3]
slice assignment replaces a slice with new values	<code>s[0:0] = t</code> <code>s[3:] = t</code> <code>t[1] = 0</code>	<code>s</code> → [5, 6, 2, 5, 6] <code>t</code> → [5, 0]



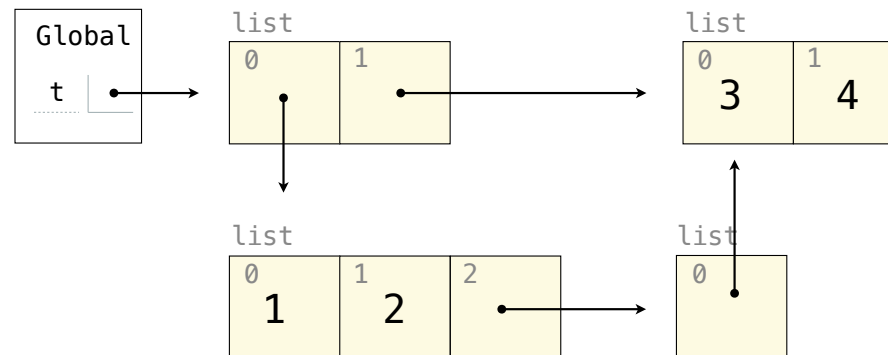
Lists in Lists in Lists in Environment Diagrams

```
t = [1, 2, 3]
t[1:3] = [t]
t.extend(t)
```



[1, [...], 1, [...]]

```
t = [[1, 2], [3, 4]]
t[0].append(t[1:2])
```



[[1, 2, [[3, 4]]], [3, 4]]

Objects

Land Owners

Instance attributes are found before class attributes; class attributes are inherited

```
class Worker:
    greeting = 'Sir'
    def __init__(self):
        self.elf = Worker
    def work(self):
        return self.greeting + ', I work'
    def __repr__(self):
        return Bourgeoisie.greeting
```

```
class Bourgeoisie(Worker):
    greeting = 'Peon'
    def work(self):
        print(Worker.work(self))
        return 'I gather wealth'
```

```
jack = Worker()
john = Bourgeoisie()
jack.greeting = 'Maam'
```

```
>>> Worker().work()
'Sir, I work'
```

```
>>> jack
Peon
```

```
>>> jack.work()
'Maam, I work'
```

```
>>> john.work()
Peon, I work
'I gather wealth'
```

```
>>> john.elf.work(john)
'Peon, I work'
```

<class Worker>

greeting: 'Sir'

<class Bourgeoisie>

greeting: 'Peon'

jack <Worker>

elf: _____
greeting: 'Maam'

john <Bourgeoisie>

elf: _____

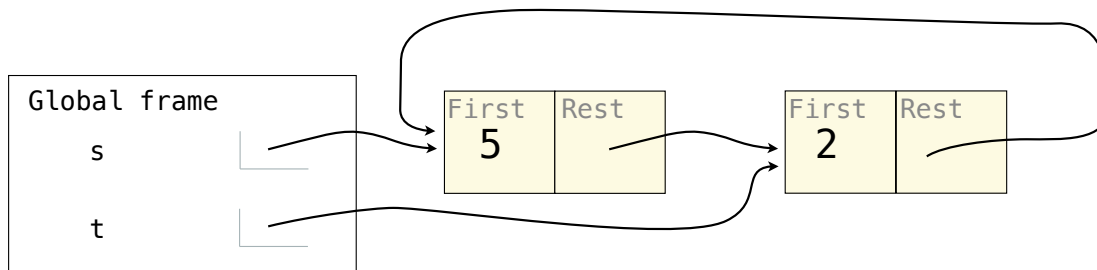
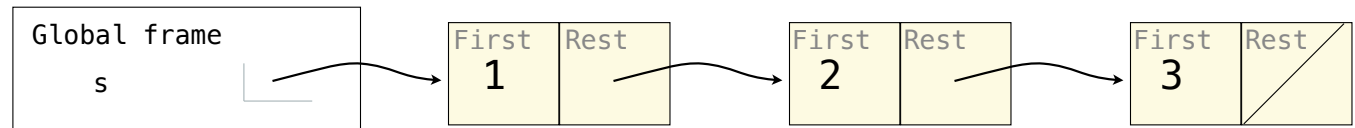
Linked Lists

Recursive Lists Can Change

Attribute assignment statements can change first and rest attributes of a Link

The rest of a linked list can contain the linked list as a sub-list

```
>>> s = Link(1, Link(2, Link(3)))
>>> s.first = 5
>>> t = s.rest
>>> t.rest = s
>>> s.first
5
>>> s.rest.rest.rest.rest.first
2
```



Note: The actual environment diagram is much more complicated.

Trees

Morse Code

Morse code is a signaling protocol that transmits messages by sequences of signals

Problem: Implement `morse` so that `decode` works correctly

```
abcde = {'a': '.-', 'b': '-...', 'c': '-.-.', 'd': '-..', 'e': '.'}
```

```
def decode(signals, tree):  
    """Decode signals into a letter.  
    >>> t = morse(abcde)  
    >>> [decode(s, t) for s in ['-..', '.', '-.-.', '.-', '-..', '.']]  
    ['d', 'e', 'c', 'a', 'd', 'e']  
    """  
    for signal in signals:  
        tree = [b for b in tree.branches if b.label == signal][0]  
    leaves = [b for b in tree.branches if b.is_leaf()]  
    assert len(leaves) == 1  
    return leaves[0].label
```

```
def morse(code):  
    ....
```

```
decode('.', t)
```

(Demo)

- A: ● ■
- B: ■ ● ● ●
- C: ■ ● ■ ●
- D: ■ ● ●
- E: ●
- ...

