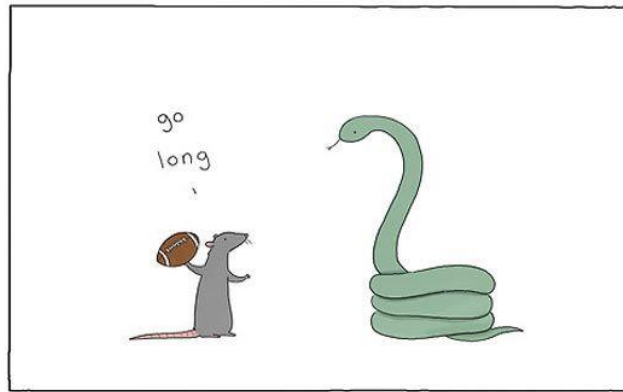


CSc 110, Autumn 2017

Lecture 23: lists as Parameters

Adapted from slides by Marty Stepp and Stuart Reges



List reversal question

- Write code that reverses the elements of a list.
 - For example, if the array initially stores:
[11, 42, -5, 27, 0, 89]
 - Then after your reversal code, it should store:
[89, 0, 27, -5, 42, 11]
 - The code should work for a list of any size.
 - Hint: think about swapping various elements...

Algorithm idea

- Swap pairs of elements from the edges; work inwards:

<i>index</i>	0	1	2	3	4	5
<i>value</i>	89	0	27	-5	42	11
	↑	↑	↑	↑	↑	↑

List reverse question 2

- Turn your list reversal code into a `reverse` function.
 - Accept the list of integers to reverse as a parameter.

```
numbers = [11, 42, -5, 27, 0, 89]  
reverse(numbers)
```

- How do we write functions that accept lists as parameters?
- Will we need to return the new list contents after reversal?
- ...

A swap function?

- Does the following `swap` function work? Why or why not?

```
def main():  
    a = 7  
    b = 35  
  
    # swap a with b?  
    swap(a, b)  
  
    print(a, b)
```

```
def swap(a, b):  
    temp = a  
    a = b  
    b = temp
```

Mutability

- **Mutability:** The ability to be changed or mutated
 - `ints`, `floats`, `strs` and `bools` are immutable.
 - `lists` and `objects` are mutable

Immutable types

- `ints`, `floats`, `strs` and `bools` are immutable.
- Modifying the value of one variable does not affect others.

```
x = 5
```

```
y = x
```

```
y = 17
```

```
x = 8
```

```
# x = 5, y = 5
```

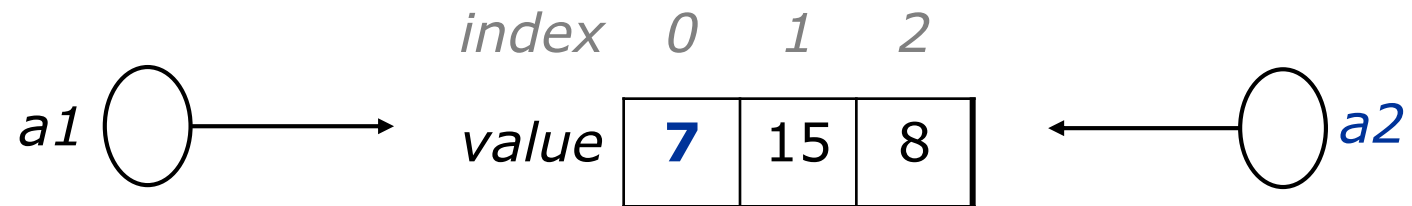
```
# x = 5, y = 17
```

```
# x = 8, y = 17
```

Mutable types

- lists and `DrawingPanel` are mutable.
- Modifying the value of one variable **does** affect others.

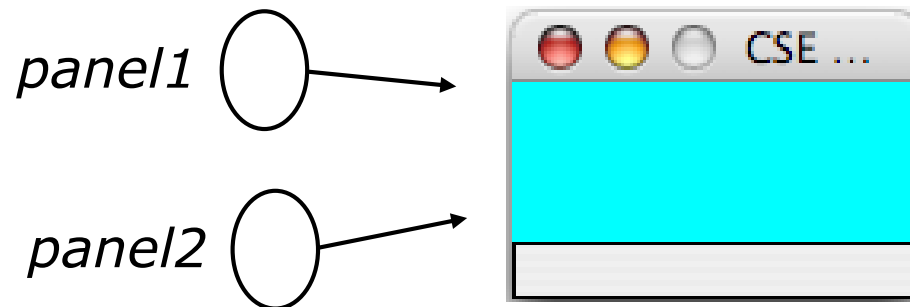
```
a1 = [4, 15, 8]
a2 = a1          # refer to same list as a1
a2[0] = 7
print(a1)       # [7, 15, 8]
```



Mutability and objects

- Lists and objects are mutable. Why?
 - *efficiency*. Copying large objects slows down a program.
 - *sharing*. It's useful to share an object's data among functions.

```
panel1 = DrawingPanel(80, 50)
panel2 = panel1    # same window
panel2.draw_rect(0, 0, 80, 50, "cyan")
```

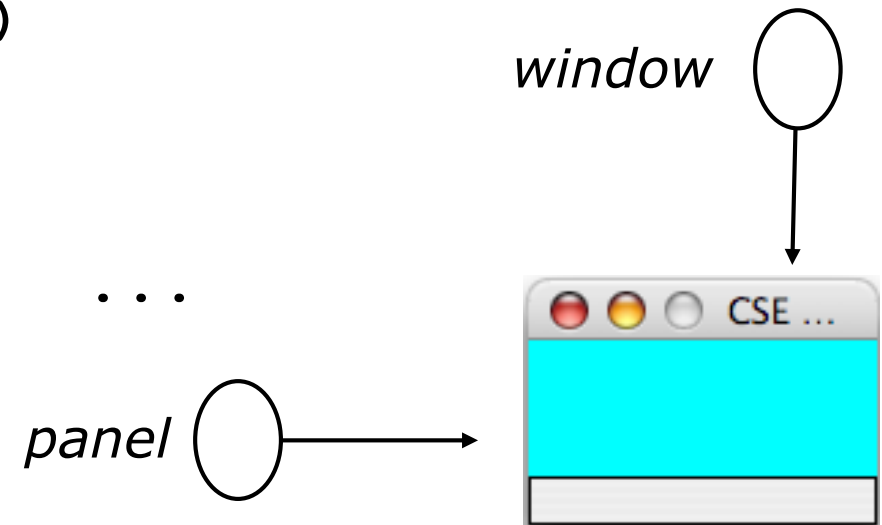


Objects as parameters

- When a mutable object is passed as a parameter the function can change it.
 - If the parameter is modified, it *will* affect the original object.

```
def main():  
    window = DrawingPanel(80, 50)  
    window.draw_rect(0, 0, 80, 50, "yellow")  
    example(window)
```

```
def example(panel):  
    panel.draw_rect(0, 0, 80, 50, "cyan")    ...
```



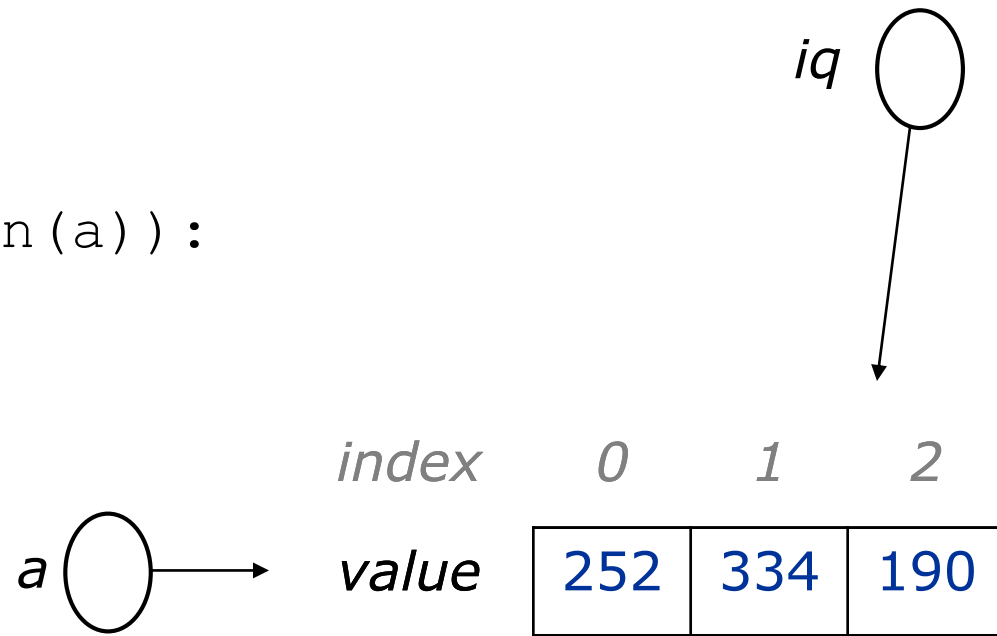
Lists as parameters

- Lists are mutable too.
 - Changes made in the function are also seen by the caller.

```
def main():  
    iq = [126, 167, 95]  
    increase(iq)  
    print(iq)
```

```
def increase(a):  
    for i in range(0, len(a)):  
        a[i] = a[i] * 2
```

- Output:
[252, 334, 190]



List reverse question 2

- Turn your list reversal code into a `reverse` function.
 - Accept the list of integers to reverse as a parameter.

```
numbers = [11, 42, -5, 27, 0, 89]
reverse(numbers)
```

- **Solution:**

```
def reverse(numbers):
    for i in range(0, len(numbers) // 2):
        temp = numbers[i]
        numbers[i] = numbers[len(numbers) - 1 - i]
        numbers[len(numbers) - 1 - i] = temp
```

List parameter questions

- Write a function `swap` that accepts a list of integers and two indexes and swaps the elements at those indexes.

```
a1 = [12, 34, 56]
swap(a1, 1, 2)
print(a1)          # [12, 56, 34]
```

- Write a function `swap_all` that accepts two lists of integers as parameters and swaps their entire contents.
 - Assume that the two lists are the same length.

```
a1 = [12, 34, 56]
a2 = [20, 50, 80]
swap_all(a1, a2)
print(a1)          # [20, 50, 80]
print(a2)          # [12, 34, 56]
```

List parameter answers

Swaps the values at the given two indexes.

```
def swap(a, i, j):  
    temp = a[i]  
    a[i] = a[j]  
    a[j] = temp
```

Swaps the entire contents of a1 with those of a2.

```
def swap_all(a1, a2):  
    for i in range(0, len(a1)):  
        temp = a1[i]  
        a1[i] = a2[i]  
        a2[i] = temp
```

List return question

- Write a function `merge` that accepts two lists of integers and returns a new list containing all elements of the first list followed by all elements of the second.

```
a1 = [12, 34, 56]
a2 = [7, 8, 9, 10]

a3 = merge(a1, a2)
print(a3)
# [12, 34, 56, 7, 8, 9, 10]
```

- Write a function `merge3` that merges 3 lists similarly.

```
a1 = {12, 34, 56}
a2 = {7, 8, 9, 10}
a3 = {444, 222, -1}

a4 = merge3(a1, a2, a3)
print(a4)
# [12, 34, 56, 7, 8, 9, 10, 444, 222, -1]
```

List return answer 1

```
# Returns a new list containing all elements of a1  
# followed by all elements of a2.
```

```
def merge(a1, a2):  
    result = [0] * (len(a1) + len(a2))  
  
    for i in range(0, len(a1)):  
        result[i] = a1[i]  
    for i in range(0, len(a2)):  
        result[len(a1) + i] = a2[i]  
  
    return result
```


List return answer 2

Returns a new list containing all elements of a1,a2,a3.

```
def merge3(a1, a2, a3):  
    a4 = [0] * (len(a1) + len(a2) + len(a3))  
  
    for i in range(0, len(a1)):  
        a4[i] = a1[i]  
    for i in range(0, len(a2)):  
        a4[len(a1) + i] = a2[i]  
    for i in range(0, len(a3)):  
        a4[len(a1) + len(a2) + i] = a3[i]  
  
    return a4
```

Shorter version that calls merge.

```
def merge3(a1, a2, a3):  
    return merge(merge(a1, a2), a3)
```