61A Lecture 22

Announcements

Lists

Lists in Environment Diagrams

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Assume that before each example below we execute:

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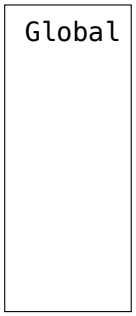

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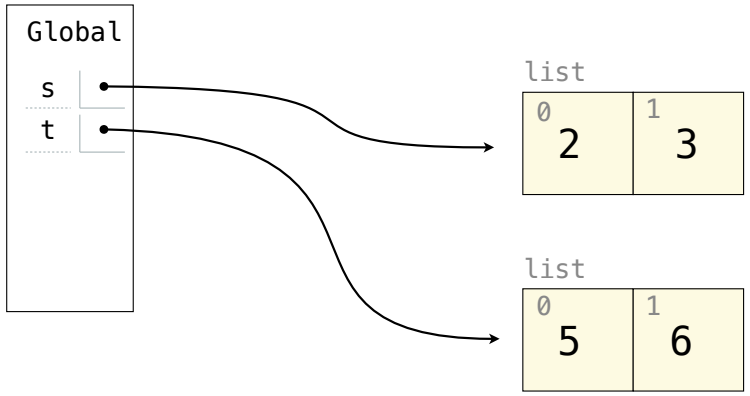

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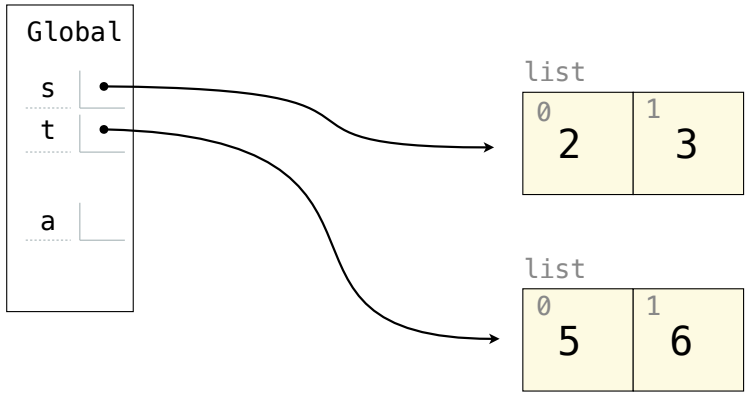

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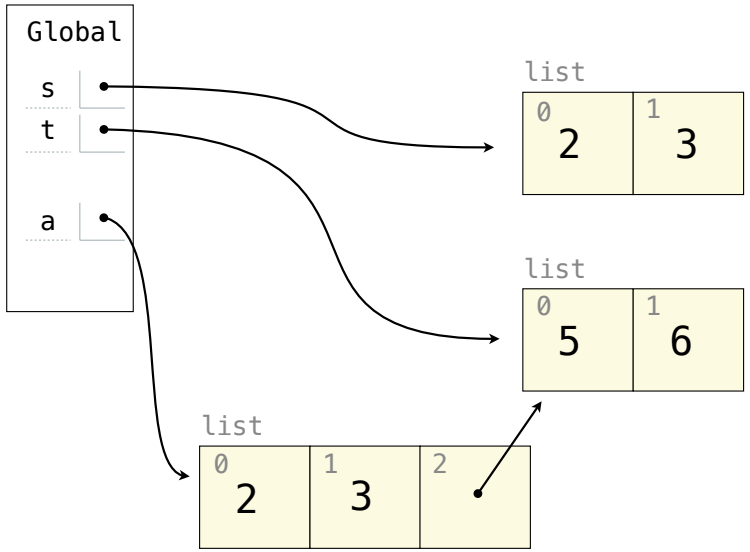

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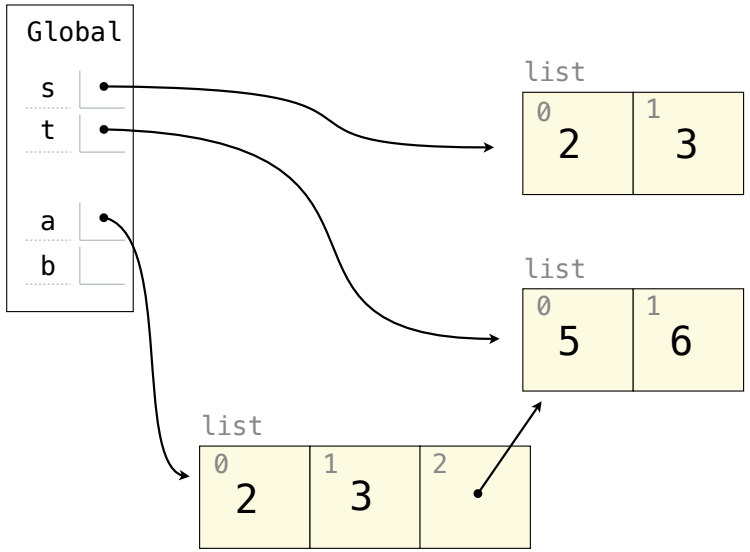

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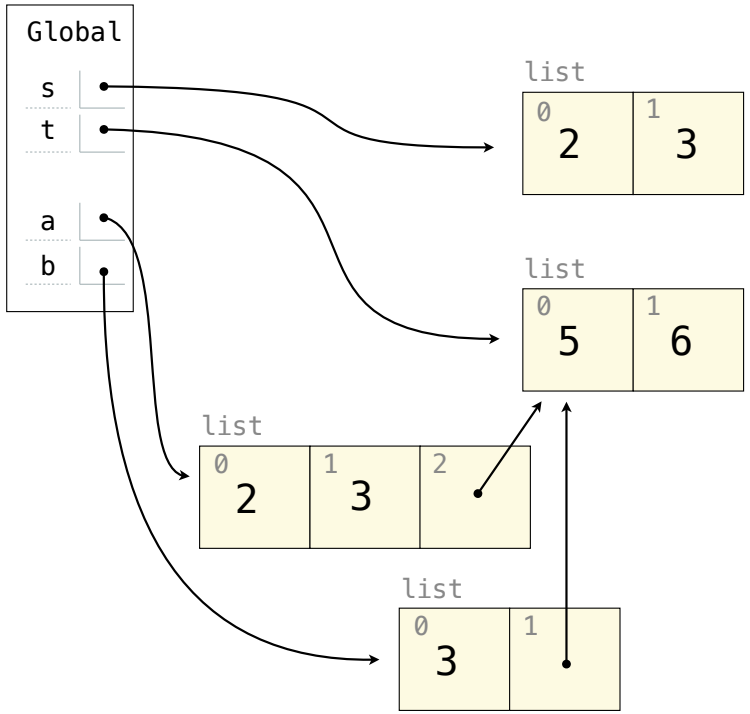

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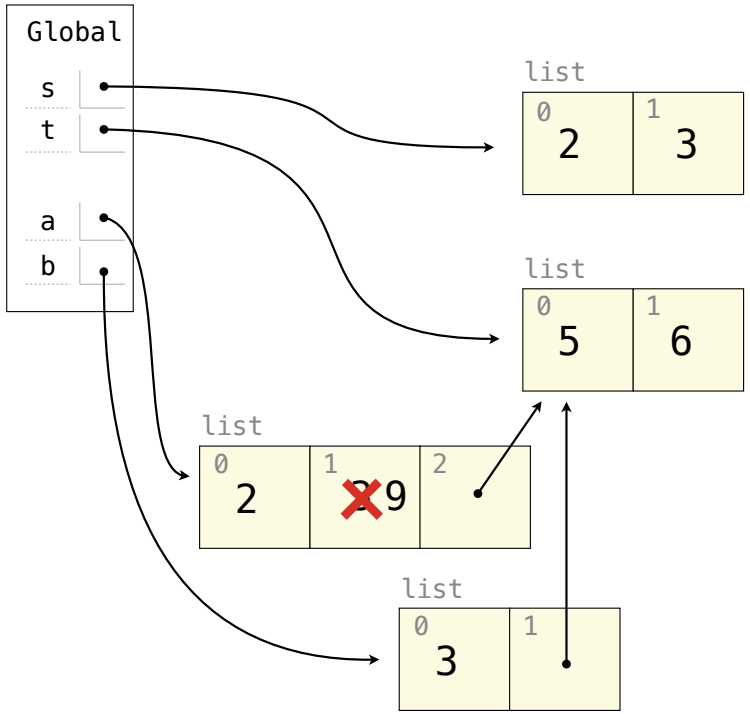

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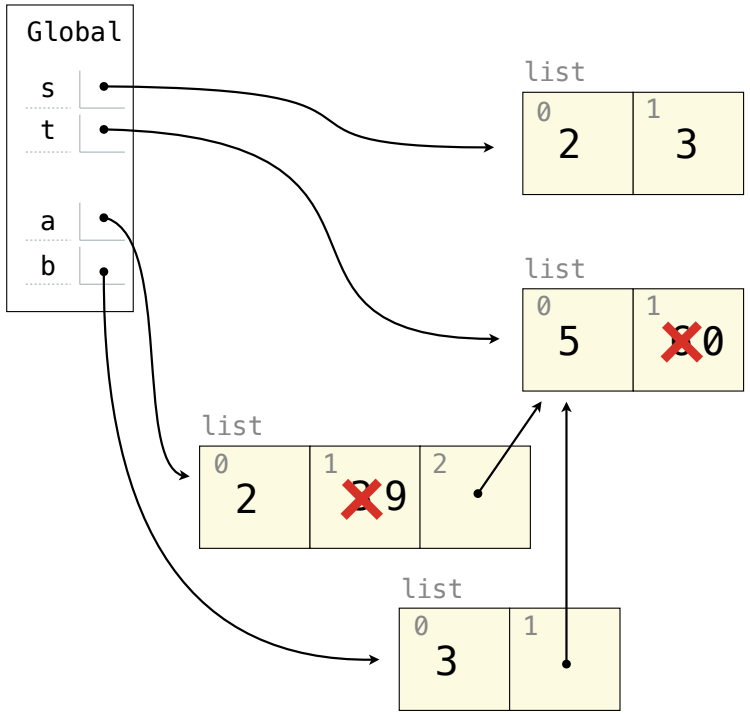

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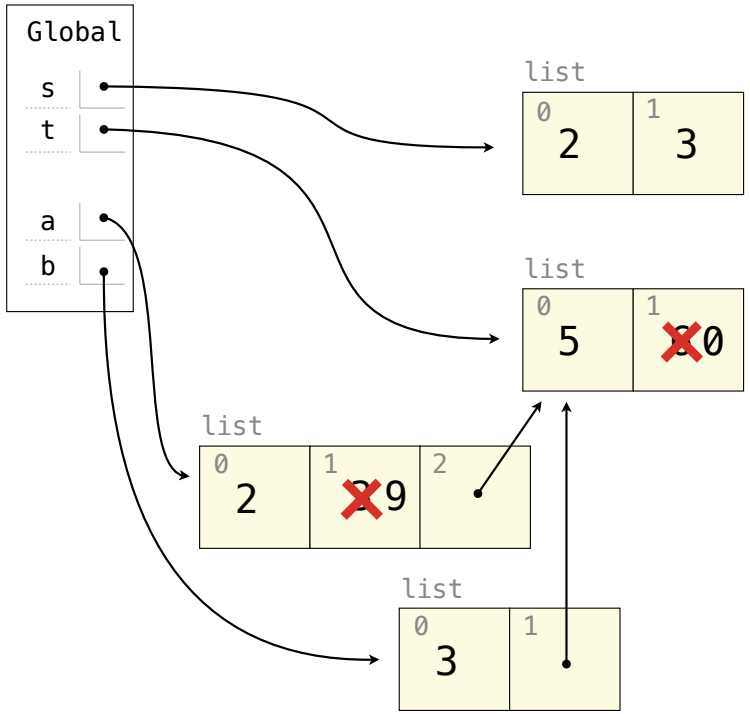

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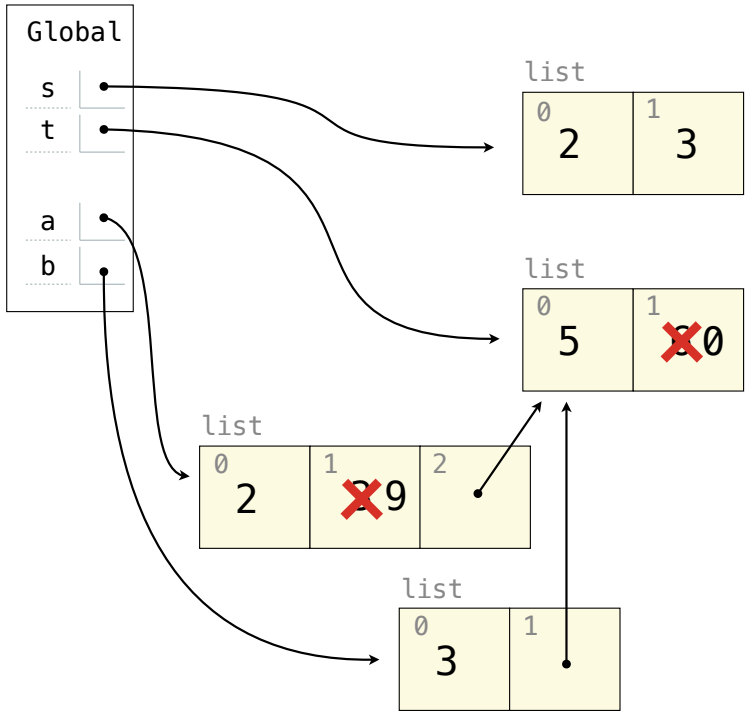

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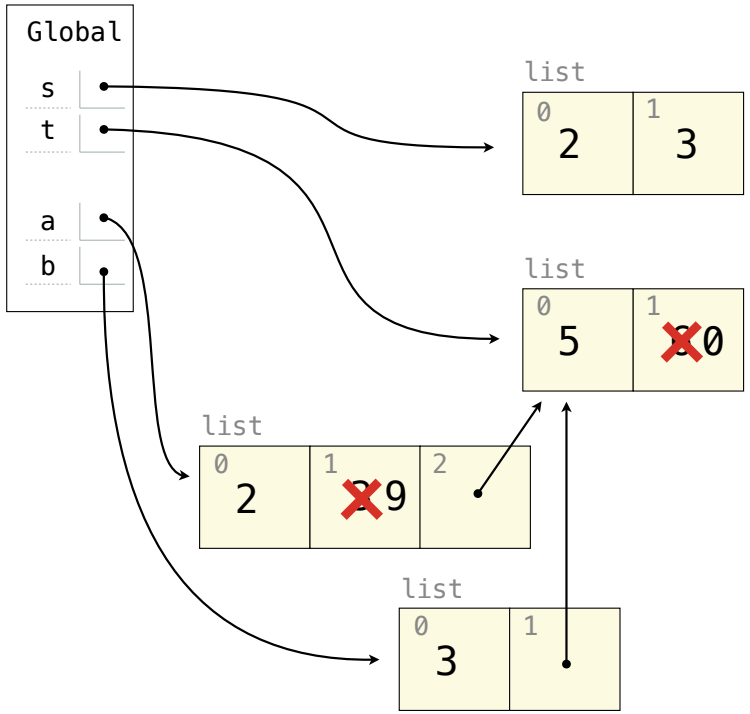

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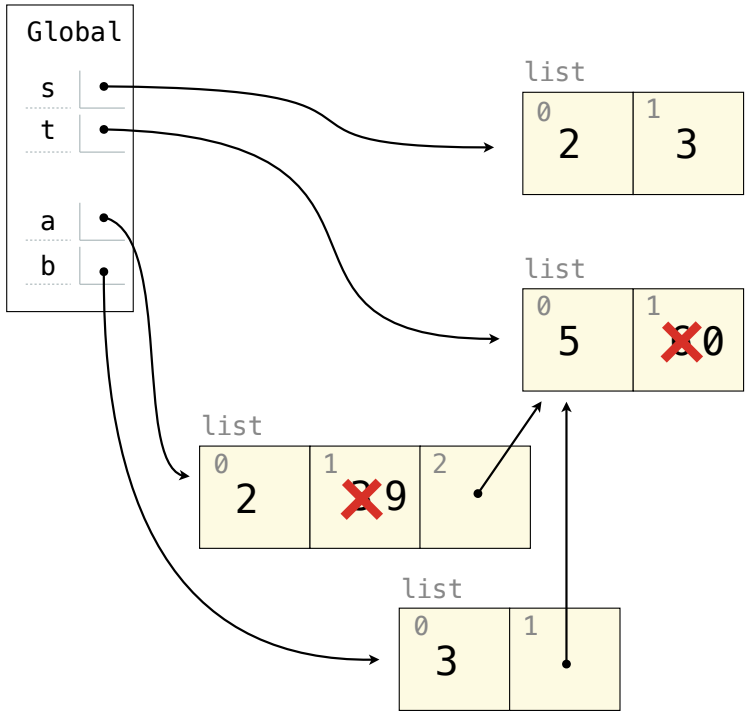

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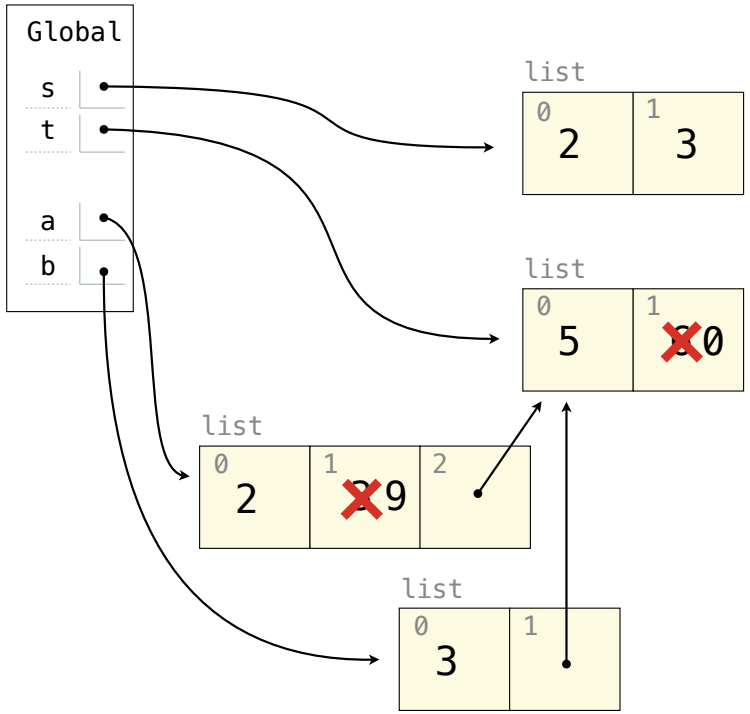

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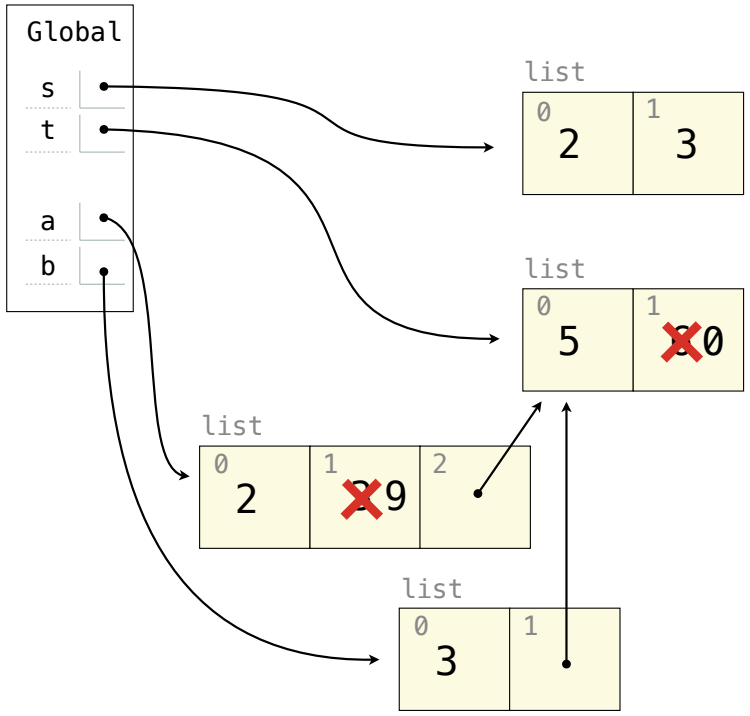

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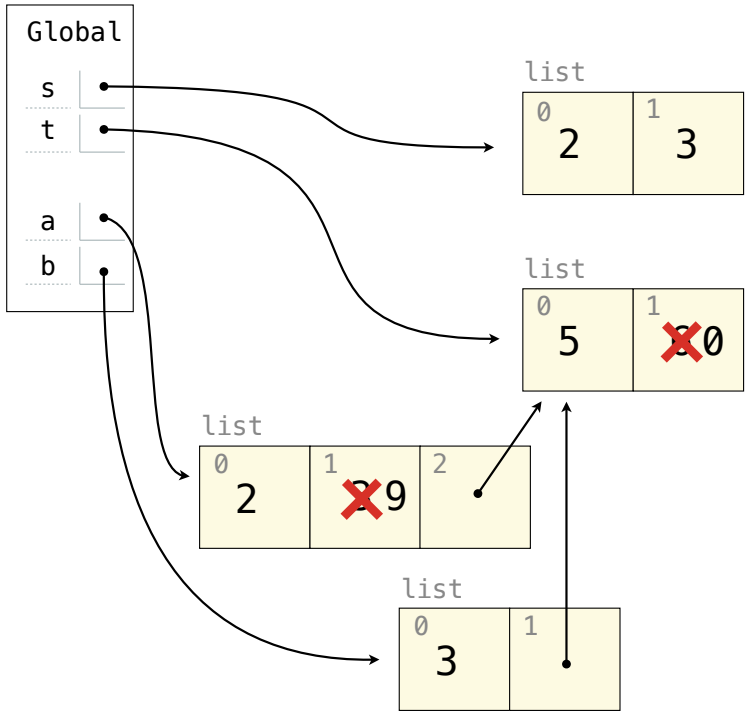

Lists in Lists in Lists in Environment Diagrams

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t[1:3] = [t]
t.extend(t)
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t[0].append(t[1:2])
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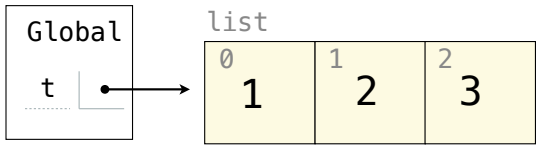

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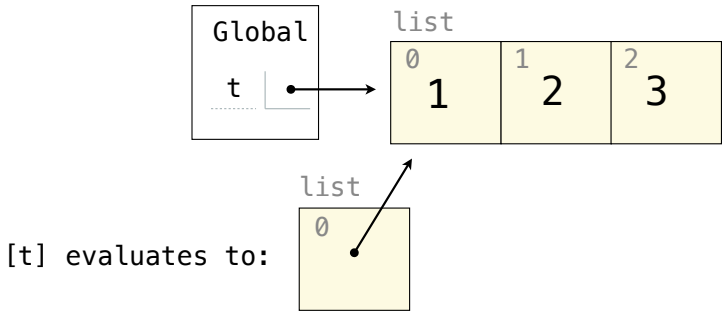

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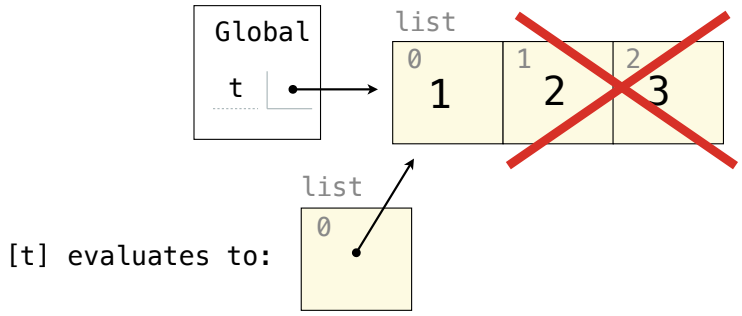

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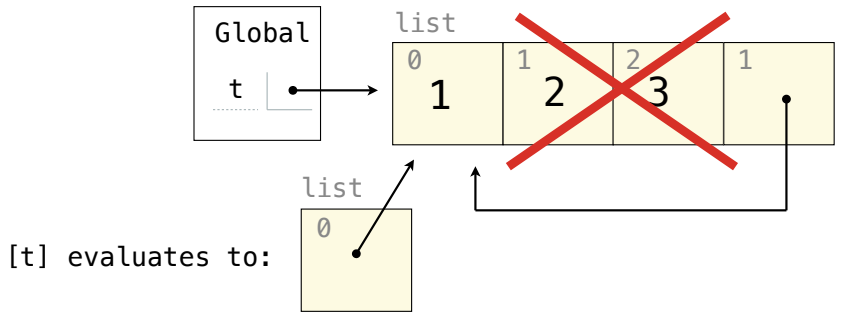

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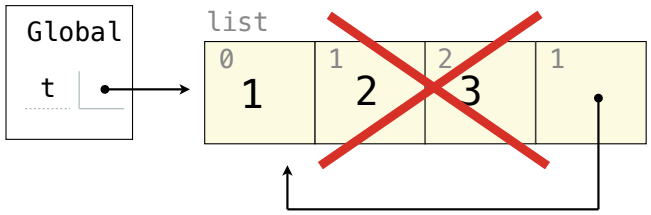

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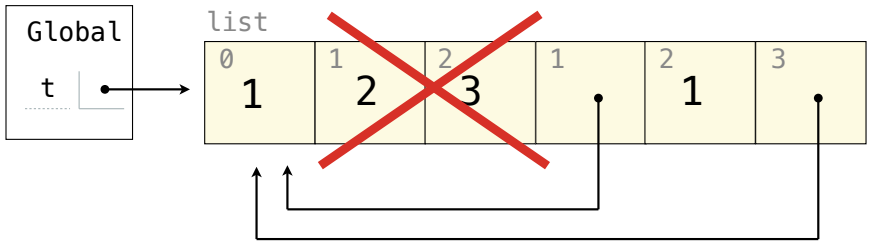
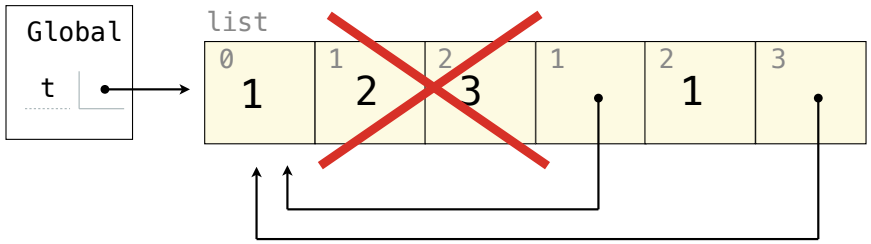


```
t = [[1, 2], [3, 4]]
t[0].append(t[1:2])
```

Lists in Lists in Lists in Environment Diagrams

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

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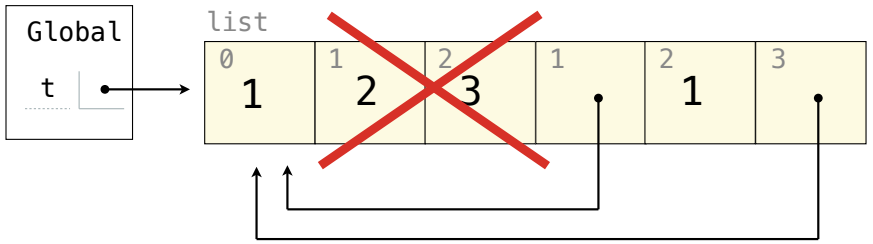


```
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```

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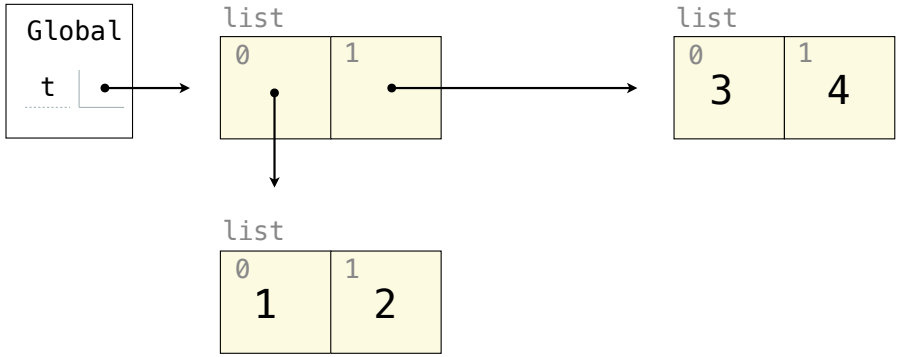

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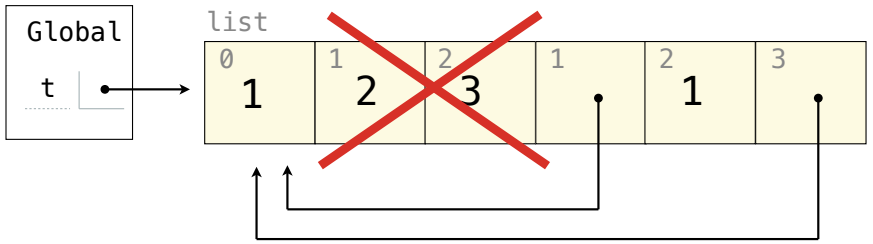


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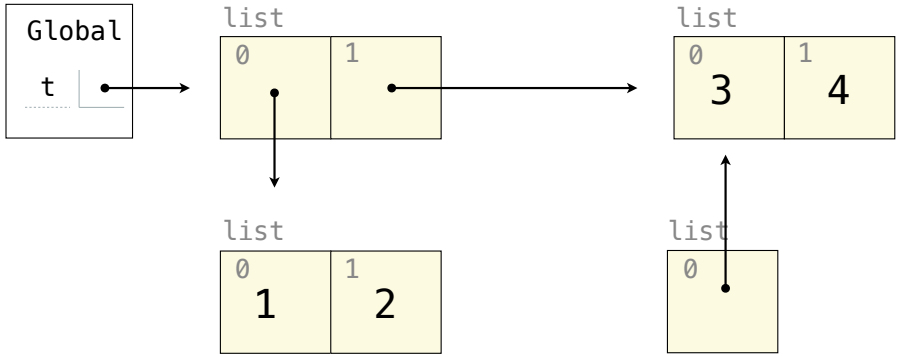

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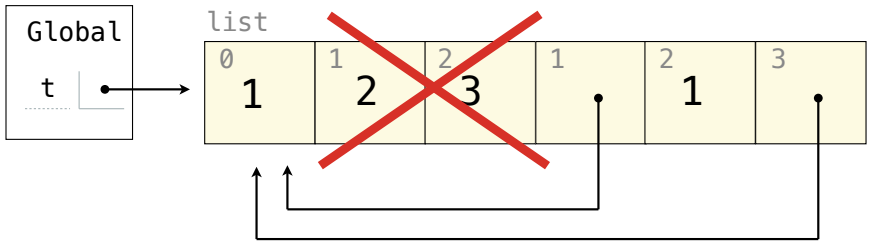


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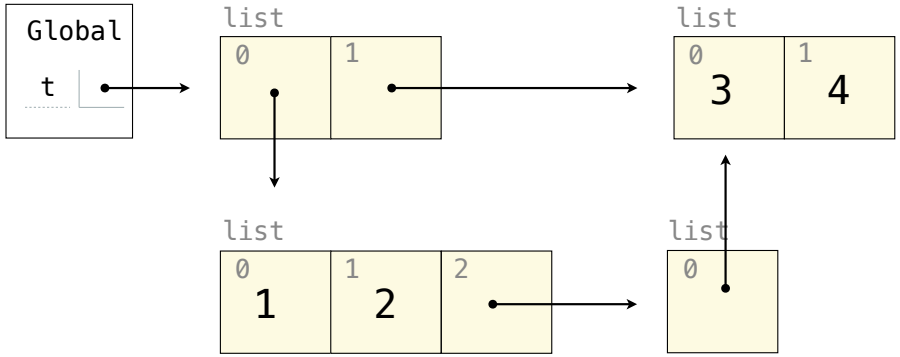

Lists in Lists in Lists in Environment Diagrams

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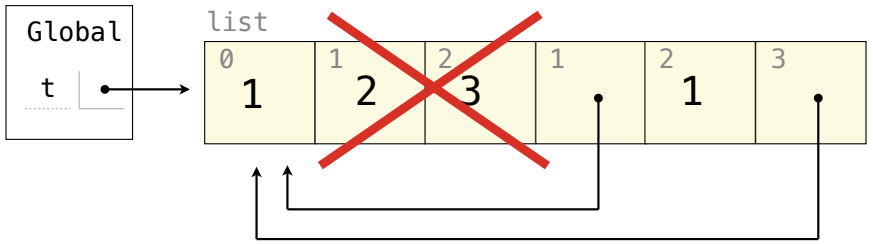


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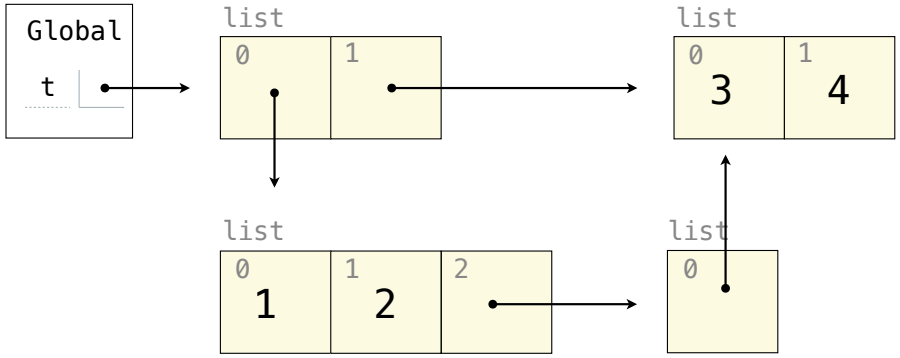


```
[[1, 2, [[3, 4]]], [3, 4]]
```

Objects

Land Owners

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

Land Owners

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

```
class Worker:
```

Land Owners

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

```
class Worker:
    greeting = 'Sir'
```

Land Owners

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

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class Worker:
    greeting = 'Sir'
    def __init__(self):
        self.elf = Worker
```

Land Owners

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

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

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class Worker:
    greeting = 'Sir'
    def __init__(self):
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    def __repr__(self):
        return Bourgeoisie.greeting
```

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class Bourgeoisie(Worker):
```

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class Bourgeoisie(Worker):
    greeting = 'Peon'
```

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

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

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```

```
>>> Worker().work()


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>>> jack.work()


>>> john.work()


>>> john.elf.work(john)
```

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>>> Worker().work()
```

<class Worker>

greeting: 'Sir'

```
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```

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'Sir, I work'

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<class Worker>
greeting: 'Sir'

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'Maam, I work'

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I gather wealth
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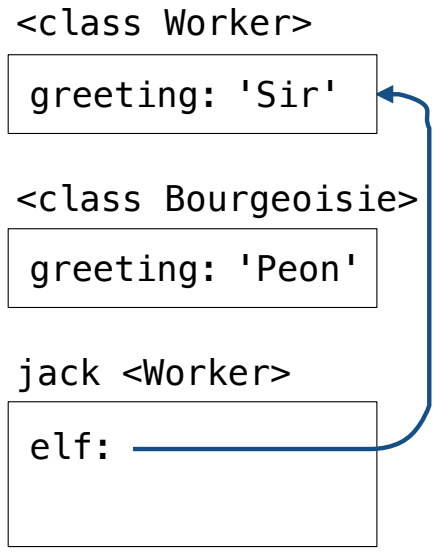

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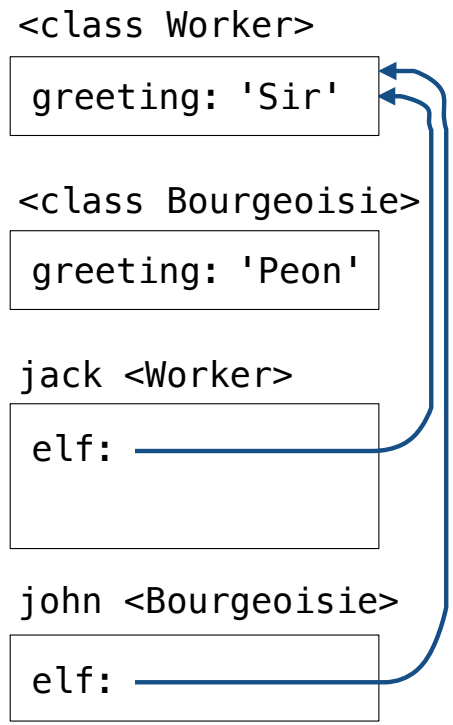

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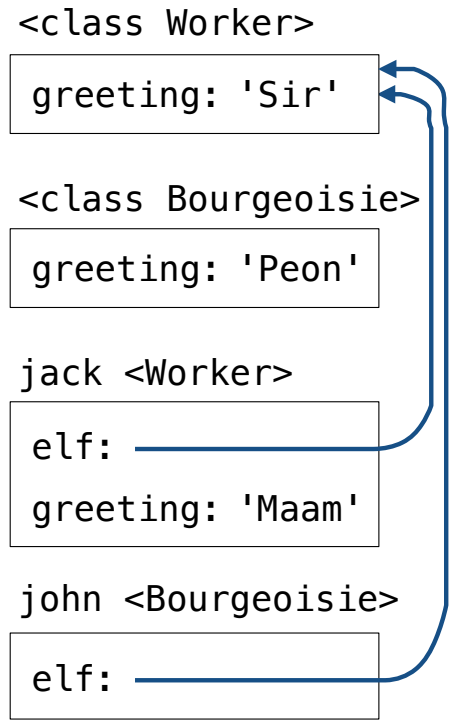

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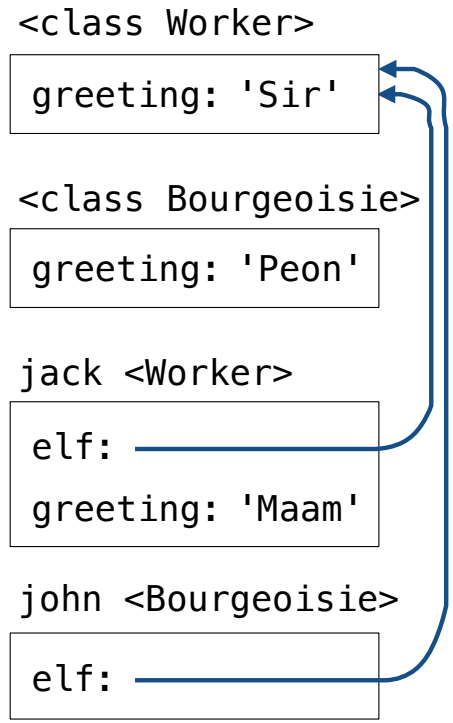

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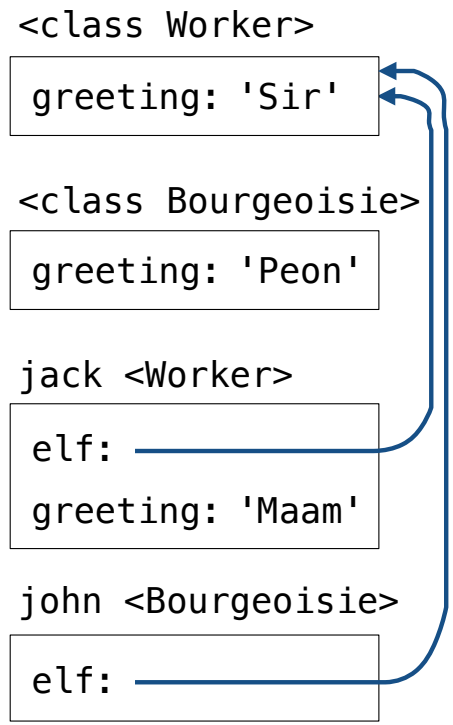

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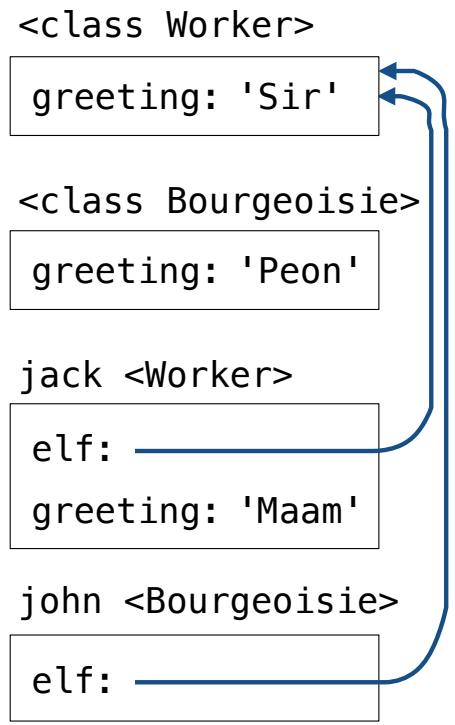

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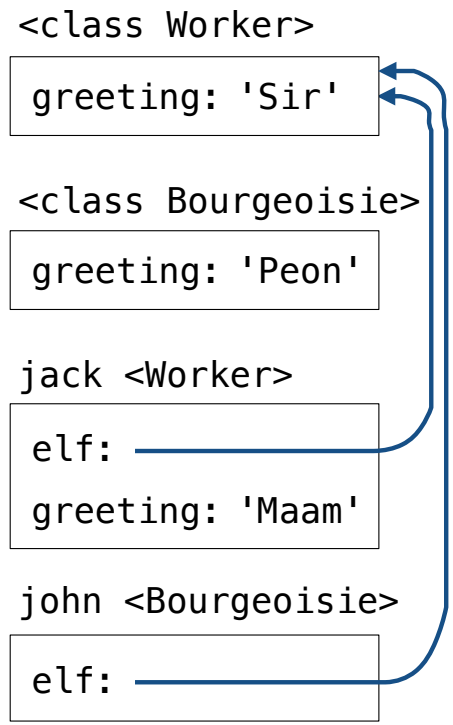

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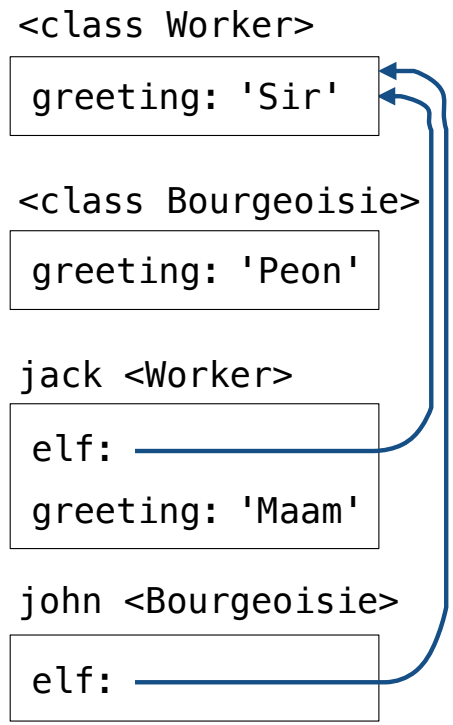

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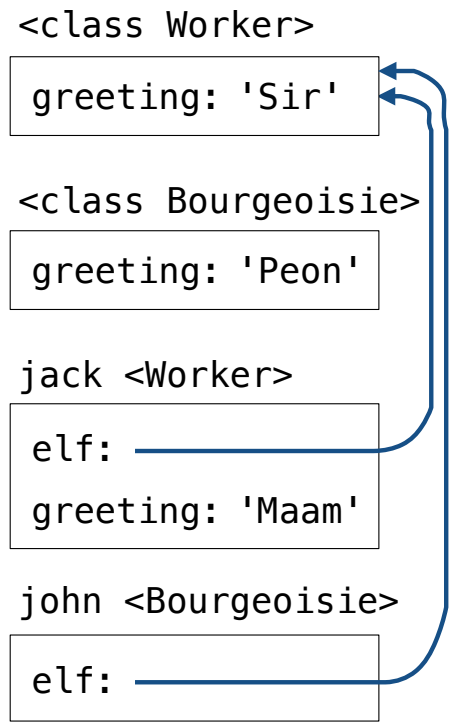

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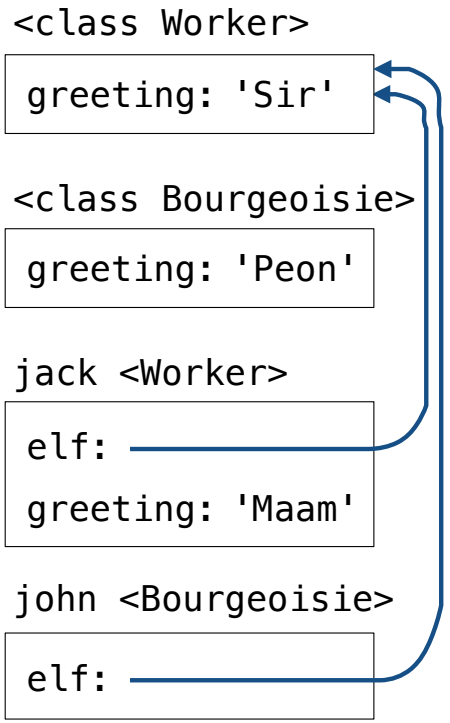

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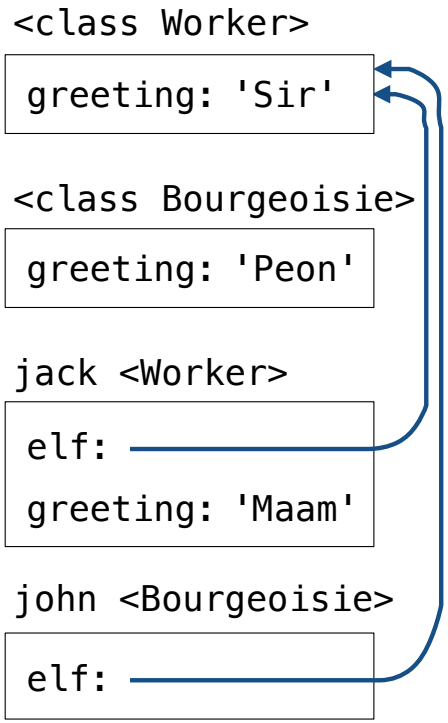

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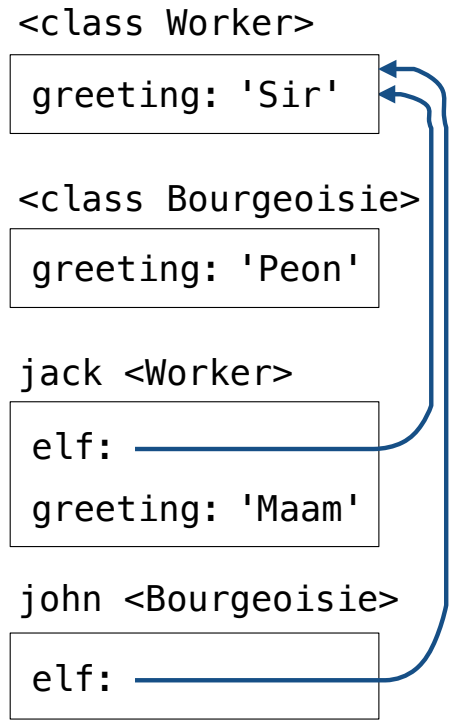

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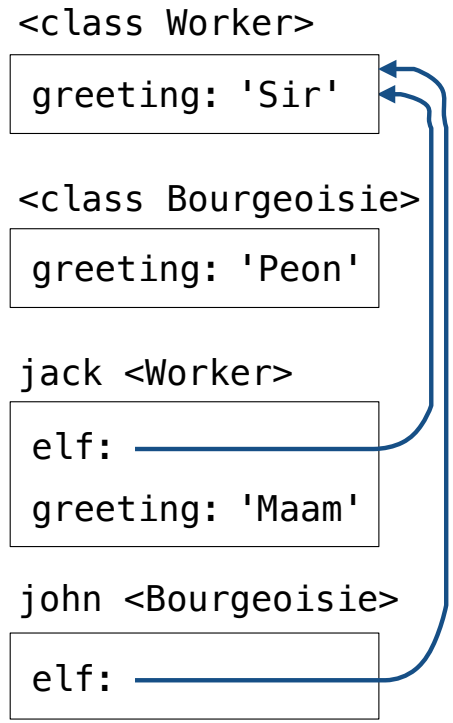

Linked Lists

Recursive Lists Can Change

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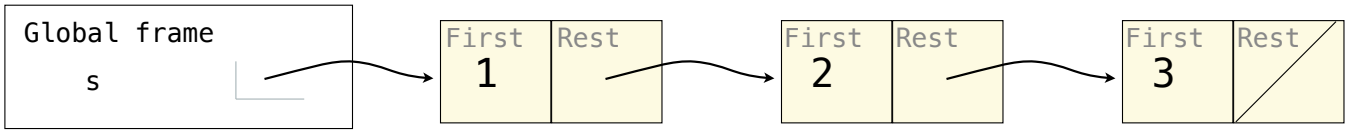

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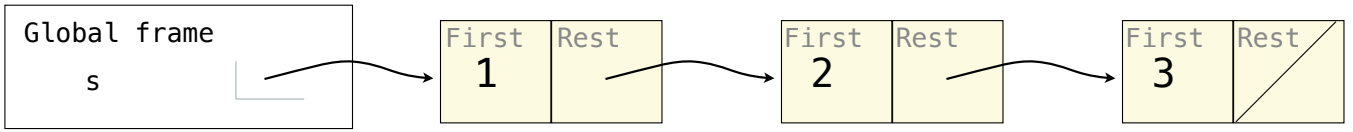

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>>> s = Link(1, Link(2, Link(3)))
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```
>>> s = Link(1, Link(2, Link(3)))
>>> s.first = 5
>>> t = s.rest
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>>> s = Link(1, Link(2, Link(3)))
>>> s.first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

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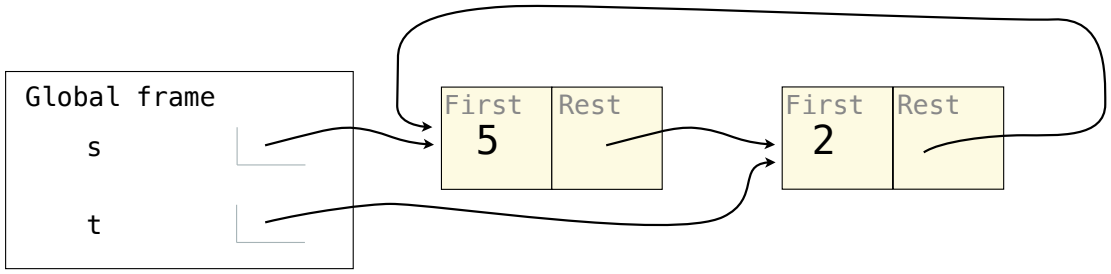

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Trees

Morse Code

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

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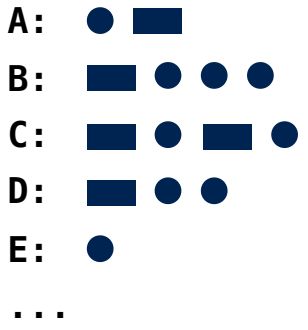

Morse Code

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

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

A: ● ▬
B: ▬ ● ● ●
C: ▬ ● ▬ ●
D: ▬ ● ●
E: ●
...

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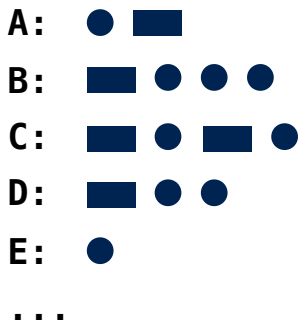

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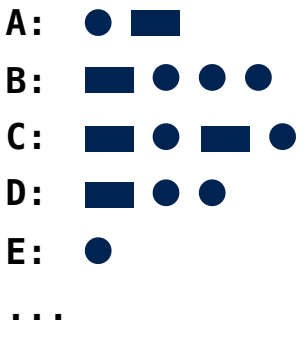

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    """
    for signal in signals:
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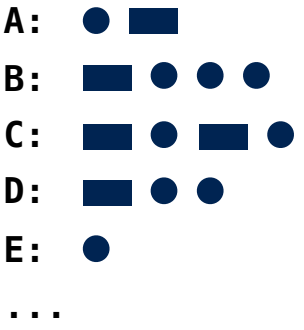


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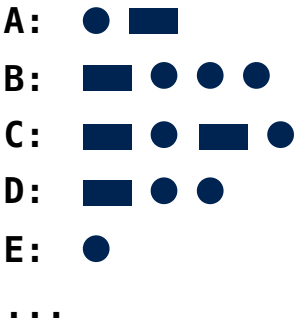


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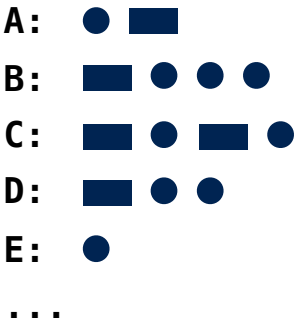


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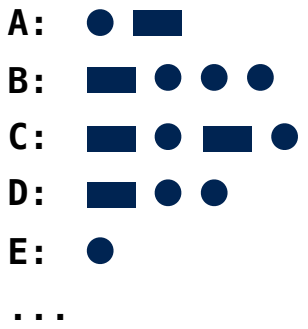

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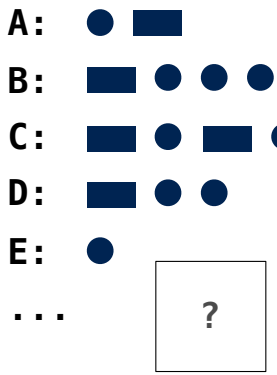

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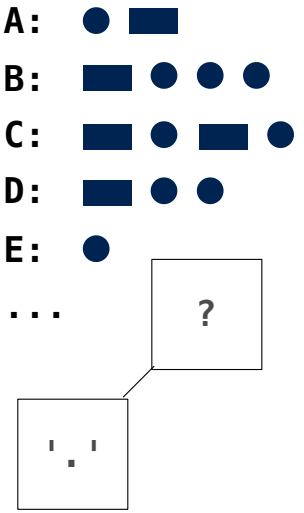

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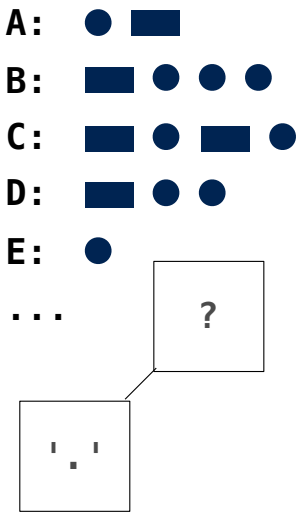

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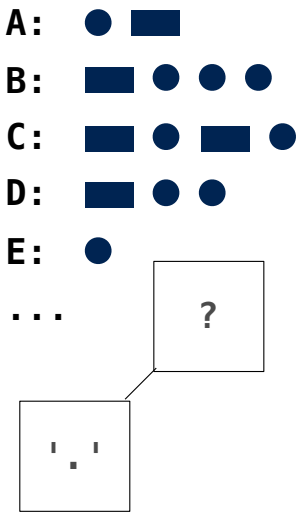

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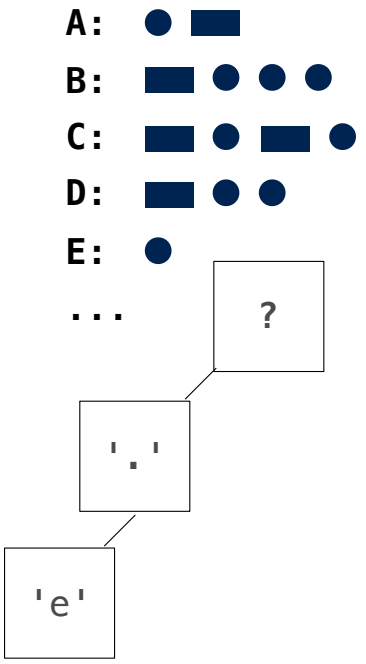

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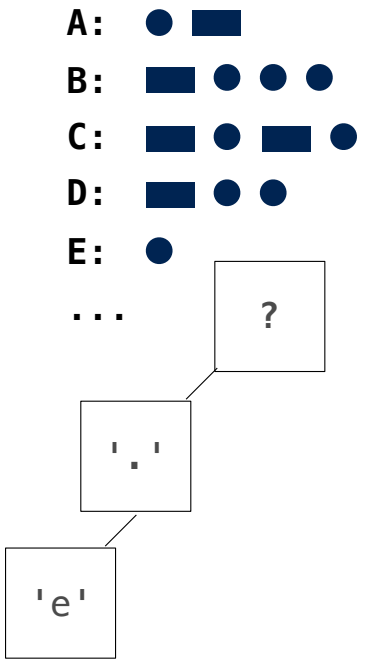

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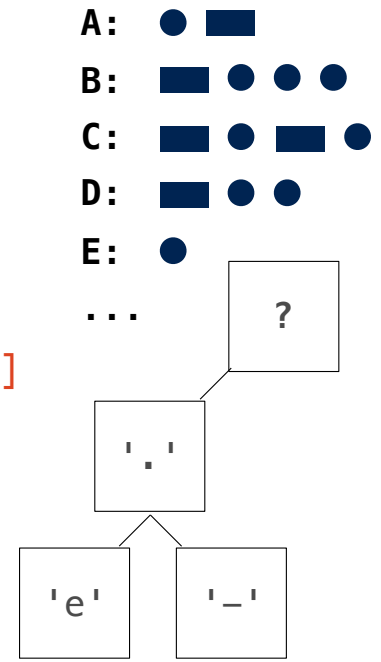

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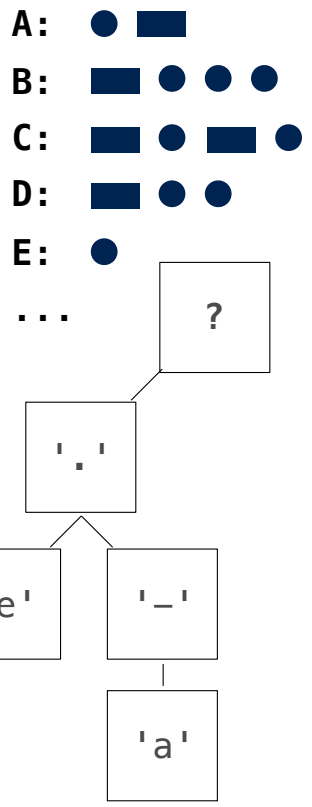

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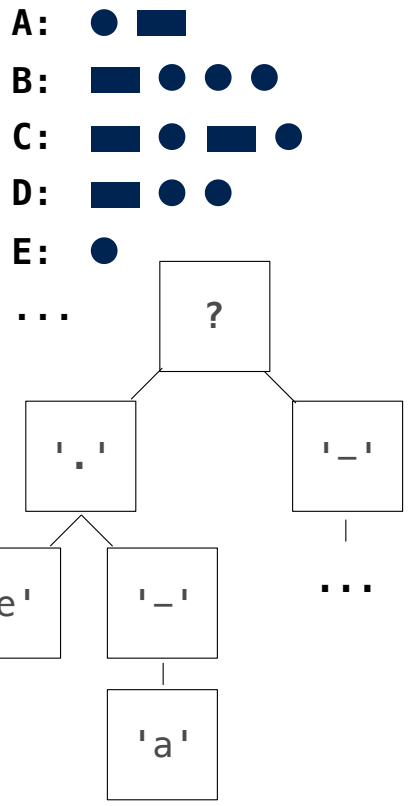

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(Demo)