



TALLINNA TEHNIKAÜLIKOOL  
TALLINN UNIVERSITY OF TECHNOLOGY

# Programmeerimise süvendatud algkursus ITI0140

2015



# Teemad

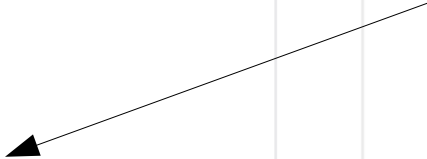
- Järjendi konstrueerimine (ingl *list comprehension*)
- Lambda funktsioon (ingl *lambda function*)
- Generaator (ingl *generator*)



# Järjendi konstrueerimine

"Klassikaline" for tsükkel

```
squares = []  
for x in range(10):  
    squares.append(x**2)  
print(squares)
```



---

[0, 1, 4, 9, 16, 25, 36, 49, 64, 81]



# Järjendi konstrueerimine

For tsükli muutuja

```
squares = [x**2 for x in range(10)]  
print(squares)
```

Nurksulud

---

```
[0, 1, 4, 9, 16, 25, 36, 49, 64, 81]
```



# Järjendi konstrueerimine

Kui muutujat pole vaja

```
constant = [123 for _ in range(3)]  
print(constant)
```

---

```
[123, 123, 123]
```



# Järjendi konstrueerimine

```
l = [(x, y) for x in [1,2,3] for y in  
[3,1,4] if x != y]
```

```
print(l)
```

If-lauset saab kasutada filtreerimiseks

---

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



# Muud konstrueerimised

```
a = {x for x in 'abracadabra' if x not in 'abc'}  
print(a)
```

---

```
{'r', 'd'}
```

```
dictionary = {x: x**2 for x in (2, 4, 6)}  
print(dictionary)
```

---

```
{2: 4, 4: 16, 6: 36}
```



# Tavapärane funktsioon

```
def f(x):  
    return x**2
```

---

```
print(f)  
print(f(8))
```

```
<function f at 0x0000000026BF6A8>  
64
```

Funktsiooni mäluaadress

An arrow pointing from the text 'Funktsiooni mäluaadress' to the memory address '0x0000000026BF6A8' in the output.






# Lambda (anonüümne funktsioon)

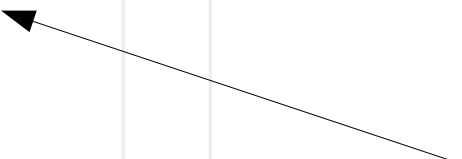
```
g = lambda x: x**2  
print(g)  
print(g(8))
```

Argument



---

```
<function <lambda> at 0x0000000026BF598>  
64
```



Lambda funktsiooni  
mäluaadress



# Lambda mitme argumentiga

```
g = lambda x, y, z: x**2 + y**3 +  
z**4  
print(g(2, 3, 4))
```

---

287

Mitu argumenti



# Filter (filtreerimine)

```
l = [2, 18, 9, 22, 17, 24, 8, 12, 27]
print(list(
    filter(lambda x: x % 3 == 0, l)))
```

---

[18, 9, 24, 12, 27]

Iterable (nt  
järjend, hulk jne)

Filtrifunktsioon,  
mida rakendatakse  
igale elemendile



# Map (operatsioonid väärtustega)

```
l = [2, 18, 9, 22, 17, 24, 8, 12, 27]  
print(list(map(lambda x: x * 2 + 10,  
l)))
```

Iterable

Funktsioon, mida rakendatakse  
igale elemendile

---

```
[14, 46, 28, 54, 44, 58, 26, 34, 64]
```



# Generaator

```
def gen():  
    yield 3  
    yield 5  
    yield 9  
  
def main():  
    x = gen()  
    for i in range(4):  
        print(next(x))
```

NB! Mitte return

---

3  
5  
9

Küsimine generaatorilt järgmise väärtuse

Traceback (most recent call last):  
 print(next(x))  
StopIteration

NB! next() ei kasuta i väärtust



# Generaator

```
def reverse(data):  
    for index in range(len(data)-1, -1, -1):  
        yield data[index]  
  
for char in reverse("golF"):  
    print(char, end=".")
```

---

f.l.o.g.



# Generaator

```
def counter (maximum):  
    i = 0  
    while i < maximum:  
        yield i  
        i += 1
```

```
x = list(counter(4))  
print(x)
```

---

[0, 1, 2, 3]

NB! Kui generaator genereerib **palju väärtusi**, siis võib järjend **väga suureks** minna, sest **kõik väärtused laetakse mällu** (generaatori eelised kaovad)



# Generaator

```
def counter (maximum):  
    i = 0  
    while i < maximum:  
        yield i  
        i += 1
```

```
x = counter(4)  
for i in x:  
    print(i)
```

Küsime generaatorilt  
ühe väärtuse, teeme  
sellega midagi, siis  
küsime järgmise  
väärtuse

---

0  
1  
2  
3





# Millal siis mida kasutada?

```
l = [1, 2, 3, 4, 5, 6, 7, 8, 9]
```

```
m4 = filter(lambda x: x % 4 == 0, l)  
print(list(m4))
```

```
def filter_function(x):  
    return x % 4 == 0
```

```
m4 = filter(filter_function, l)  
print(list(m4))
```

```
m4 = [x for x in l if x % 4 == 0]  
print(list(m4))
```

Tulemus sama!

---

```
[4, 8]
```

```
[4, 8]
```

```
[4, 8]
```



# Lambda tagastamisel

```
def multiply(n):  
    print("n =", n)  
    return lambda x: x * n
```

```
f = multiply(3)  
print(f)  
print(f(4))  
print(f(5))
```

```
>>>> n = 3  
<function multiply.<locals>.<lambda> at  
0x000000000260FEA0>  
12  
15
```

Mõnes kohas on lambda kasutamine lühem, kavalam, mugavam, loetavam ja/või kiirem!

Sama kehtib generaatori ja listi konstrueerimise kohta.



# Veel mõned näited

```
def g():  
    """  
    Generate positive integers.  
    """  
    n = 0  
    while True:  
        n += 1  
        yield n  
  
if __name__ == "__main__":  
    print(g) # <function g at 0x0000000001D0CC80>  
    print(g()) # <generator object g at 0x0000000002282750>  
    print(next(g())) # 1  
    print(next(g())) # 1? ← Miks 1?  
    gen = g()  
    print(next(gen)) # 1  
    print(next(gen)) # 2  
    print([next(gen) for _ in range(5)]) # print(list(g())[:100])
```

Mis siin juhtub?

[3, 4, 5, 6, 7]



# Ülesanne

Ülesanne on nähtaval

**<https://ained.ttu.ee>**

**<https://courses.cs.ttu.ee/pages/ITI0140>**