

§9.0-9.6: Sets

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CMPT14x
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- **HW07** due today

Stonybrook M2 environment

- The **Stonybrook** M2 software is installed on TWU lab PCs (Start->Programs->Computing)
- Stonybrook **orientation**:
<http://twu.seanho.com/05fall/cmpt14x/stonybrook/>
- Start with an empty **project** file:
<http://twu.seanho.com/05fall/cmpt14x/stonybrook/M2Project.sbp>
- You can have **multiple** programs and libraries in one project; all **modules** in the same project can **import** from one another
- Create a new **program module** in this project:
 - **File->New Module: Program** module type

Addendum: Seeding with time()

- A common way to **seed** a pseudorandom number generator is to use the current **time** in seconds:

```
import time, random
random.seed(time.time())
random.random()
```

What's on for today (§9.0-9.6)

- Sets
 - Membership
 - Union
 - Intersection
 - Difference
 - Symmetric difference
- Implementing sets in Python
- Bitsets

Set operations

- A **set** is an **unordered** collection of items
- Set **membership**: test if an item is in the set
- Set **union**: $A \cup B$:
 - ◆ Anything that's in either A or B
- Set **intersection**: $A \cap B$:
 - ◆ Those items which are in both A and B
- Set **difference**: $A - B$ (or $A \setminus B$):
 - ◆ Those in A but not in B
- Set **symmetric** difference: $A \wedge B$:
 - ◆ Those in exactly one of A or B

Sets in Python

- Python doesn't have a special type for **sets** (M2 does), but **sequences** can be used like sets:

```
bagOfApples = [ 'Fuji', 'Gala', 'Red Delicious' ]
```

- **Add** an apple to the bag:

```
bagOfApples += [ 'Rome' ]
```

- ◆ (What would happen if you left out the **brackets**?)
- ◆ Is this the same as set **union**?

- **Check** if an apple is **in** the bag:

```
if 'Fuji' in bagofApples:
```

- How to **remove** an apple from the bag?

Bitsets

- Another way to use sets in Python is to use the **binary** form of an integer to represent **flags**:

- e.g., file permissions

```
readFlag = 1 << 2
```

```
writeFlag = 1 << 1
```

```
execFlag = 1 << 0
```

```
myPerms = readFlag | writeFlag # both read/write
```

```
if myPerms & readFlag: # have read perm
```

- myPerms is called a **bitset**: it is a compact way of representing a **set**

Review of today (§9.0-9.6)

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TODO items

- **Lab06** due next week: ch7 choose one:
 - #22: word search
 - #32: pseudorandom plot
 - #37: matrix library
 - #43: secure encryption
- **Quiz06** (ch7-8) next Mon
- CMPT140 **Final** ch1-8 next week: W-Th 25-26Oct