# CS 111: Program Design I Lecture 13: How to: Pandas \& Supreme Court DB, Sup. Ct. 

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- Answer to student question: map and lists
- Few clicker questions reviewing points relating to our data analytics project
- Using pandas module to analyze Supreme Court DB: didactic how-to
- Intro to Supreme Court

You asked for it

## DOING SOMETHING TO EACH ITEM OF LIST

## You asked

- How do we do something to each item of list?
- map() does that (almost)
- map(fun, Is) returns new list made by applying fun to each item in Is
- Does not alter Is


## Mapping with Python... (not in book)

## def $\mathrm{dbl}(\mathrm{x})$ :

 """returns 2 * x""" return 2 * x>>> map(dbl, [0, 1, 2, 3, 4, 5])
[0, 2, 4, 6, 8, 10]
def evens(n):
Docstring would
list_n = range(n)
doubled = map(dbl, list_n)
return doubled
...or alternatively
def evens(n): return map(dbl, range(n))

## Mapping with Python... Your turn

def plusone(x): """returns x + 1""" return $x+1$
>>> map(plusone, $[1,2,3,4])$
A. $[1,2,3,4,5]$
B. 11
C. $[1,2,3,4,1]$
D. $[2,3,4,5]$
E. None of the above
F. No clue

Building a list: map often helps

Common to want to build up a list by doing something to a simpler list

- E.g.,
ls = [1, 2, 3, 4, 5]
squares = []
for n in ls:
squares.append( $\mathrm{n}^{* *}$ 2)

Building a list: map often helps

Common to want to build up a list by doing something to a simpler list

- E.g., list of squares of integers:
ls = [1, 2, 3, 4, 5]
squares = []
for n in ls:
squares.append( $\mathrm{n}^{* *}$ 2)


## Easier with map

```
def square(x):
    return x**2
ls = [1, 2, 3, 4, 5]
squares = map(square, ls)
\[
\begin{aligned}
& \text { ls }=[1,2,3,4,5] \\
& \text { squares }=[] \\
& \text { for } n \text { in ls: } \\
& \quad \text { squares.append }\left(n^{* *} 2\right)
\end{aligned}
\]
squares = map(square, ls)
```

- Simpler (to write \& to understand!), nicer
- (Example of "functional" style of programming)


## REVIEW OF LAST TIME STUFF WE'RE ABOUT TO USE

Using modules

Which statement should be at the top of my code if I need to use Python's antigravity module?
A. use antigravity
B. include antigravity
c. \#include antigravity
D. import antigravity
E. allow antigravity

## Encodings

- The ASCII character set has 95 specified printing characters (including, a-z, A-Z, 0-9, space, some punctuation), and 3 to 33 nonprinting characters including In
- How many bits are needed to have enough distinct patterns for all ASCII characters
A. $<7$
в. 7
c. 8
D. $>8$


## With 8 bits

- Can encode 256 characters: Way more than ASCII; way less than all of Unicode
- Unicode's 2019 most common encoding (UTF-8) uses 1-4 bytes per character; and uses the same 1 byte as ASCII for the ASCII characters
- $94 \%$ of web today is Unicode encoded as UTF-8 (counting ASCII as part of that)

