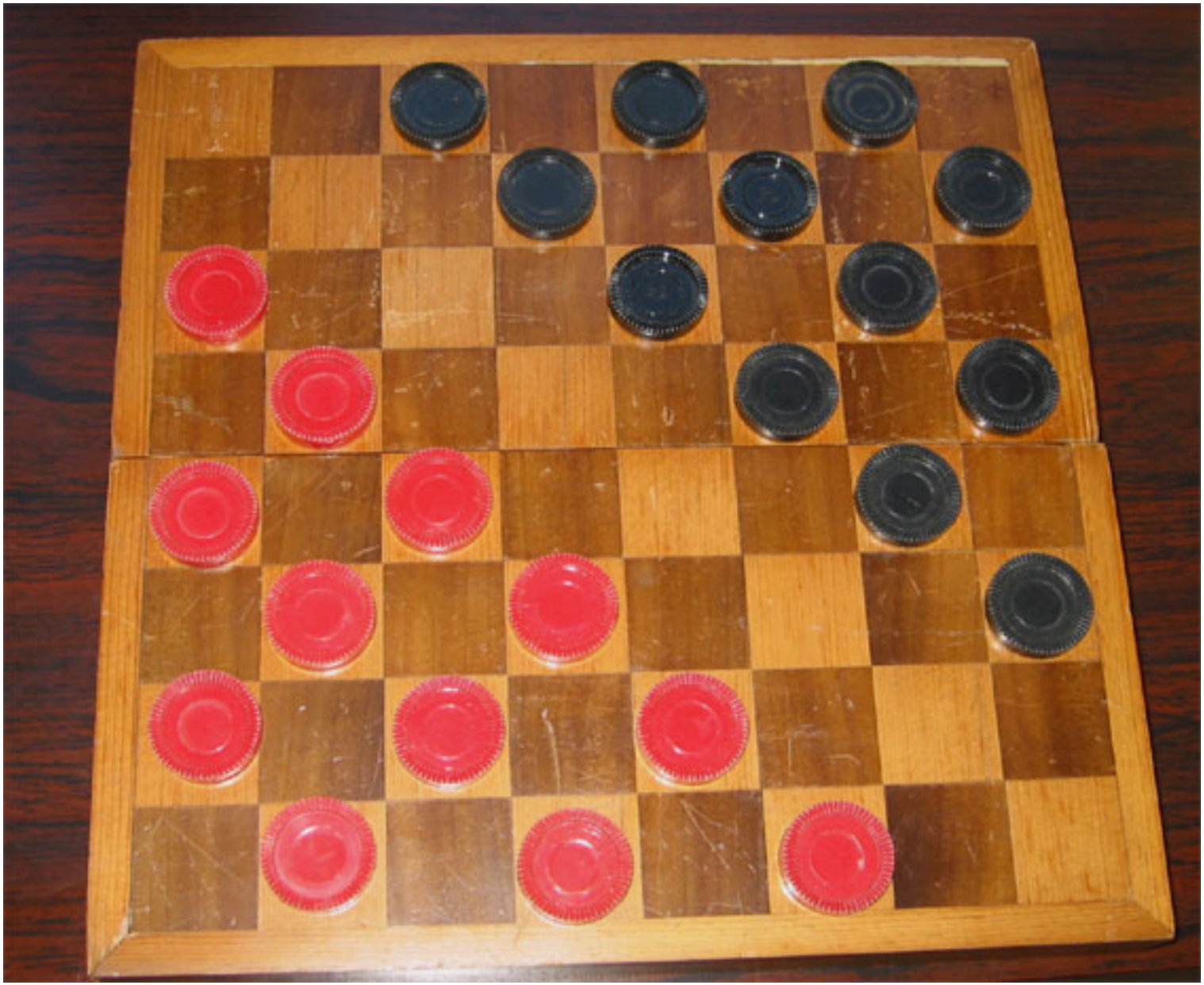
2-D Lists



All of these games use a **grid** to store information.

- In Python, we can represent information like this using a **two-dimensional list.**
- A 2d list is a list that contains other lists as elements.
  - Remember, Python lists can contain any data type: ints, strings, floats, and now other lists.
- Whenever your program needs (conceptually) a grid or matrix, and all of the items in the structure have the same data type, you probably want a 2d list.

Creating a matrix all at once

grid = [[1, 3, 5, 7], [2, 4, 6, 8], [5, 10, 15, 20]]

grid[0] →	1	3	5	7
grid[1] →	2	4	6	8
grid[2] →	5	10	15	20

Accessing individual elements

grid = [[1, 3, 5, 7], [2, 4, 6, 8], [5, 10, 15, 20]]

grid[0] →	1 grid[0][0]	3 grid[0][1]	5 grid[0][2]	7 grid[0][3]
grid[1] →	2 grid[1][0]	4 grid[1][1]	6 grid[1][2]	8 grid[1][3]
grid[2] →	5 grid[2][0]	10 grid[2][1]	15 grid[2][2]	20 grid[2][3]

To access an individual element in a grid, use two positions: row first, then column.

	column 0	column 1	column 2	column 3
row 0	1 grid[0][0]	3 grid[0][1]	5 grid[0][2]	7 grid[0][3]
row 1	2 grid[1][0]	4 grid[1][1]	6 grid[1][2]	8 grid[1][3]
row 2	5 grid[2][0]	10 grid[2][1]	15 grid[2][2]	20 grid[2][3]

```
grid = [["cat", "dog", "fish"], ["horse", "pig", "ox"]]


print(grid[0][0])
print(grid[1][2])
print(grid[2][1])
print(grid[1][3])
print(grid[1][0])
grid[1][0] = "pony"
print(grid[1][0])
```

How can we calculate the number of rows in a 2-d list?

How can we calculate the number of columns in a 2-d list?

For loops over 2-d lists

To print the entire 2d list:

```
for row in range(0, ???):
  for col in range(0, ???):
    print(grid[row][col])
```

For loops over 2-d lists

To print a single row (say, row `i`)

```
for col in range(0, ???):
  print(grid[???][???])
```

For loops over 2-d lists

To print a single column (say, col `j`)

```
for row in range(0, ???):
  print(grid[???][???])
```

LAB TIME! YAY!

Tic tac toe

- We will use a 3 by 3 grid of numbers to store a game of tic tac toe.
- Initial grid is filled with all zeros.
- A move for X uses a 1 on the board.
- A move for O uses a -1 on the board.
  - There's a reason for this – makes life easier later on.