# HW3-Tutorial

```
table = [1]*10      #create a list with 10 entries, all set to 1
table
```
    [1, 1, 1, 1, 1, 1, 1, 1, 1, 1]

```
len(table)      # returns the length of table
```
    10

```
table[2] = table[0] + table[1]      #change entry 2
table
```
    [1, 1, 2, 1, 1, 1, 1, 1, 1, 1]

```
# fill in the rest of the table with Fibonacci numbers
for j in range(3,10):
    table[j] = table[j-1] + table[j-2]

table
```
    [1, 1, 2, 3, 5, 8, 13, 21, 34, 55]

```
# findMaxIdx(a) returns the index of the first occurrence of the
maximum value in a list

def findMaxIdx(a):
    if (len(a) == 0):
        return None              # None is a special object representing
nothing

    max_idx = 0
    max_val = a[0]

    for j in range(1,len(a)):
        if (a[j] > max_val):
            max_idx = j
            max_val = a[j]

    return max_idx

findMaxIdx([3,0,4,2,4])
```
    2

```
findMaxIdx([1,1,1,1])
```
    0

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