

Python Cheat Sheet

by Roger Wattenhofer



```
a = 10 // 3          # a = 3 (integer division)
b = 10 % 3          # b = 1 (remainder of division)
c = 10 / 3          # c = 3.3333333333333335 (automatic float)
d = (3 * 0.1) == 0.3 # d = False (floats are not exact!)
e = 2 ** 1000       # (power results in big number? no problem!)
_ = 1               # - 2 (interactive: use _ for last result)
```

Math

```
a = "abcdefgh"
a = len(a)          # a = 8
b = a[0]            # b = 'a'
c = a[-1]           # c = 'h'
d = a[1:3]          # d = 'bc' (slicing)
e = a[3:-1]         # e = 'defg'
f = a[3:-1:2]       # f = 'df'
g = a[::2]           # g = 'bgfdhba'

x = list(range(5))  # x = [0, 1, 2, 3, 4] (range: lazy)
y = (3, 5, 8)       # y = (3, 5, 8) (direct construction)
z = [i**k for i in range(1,8)] # z = [1, 4, 9, 16, 25] (list comp.)
z.append(77)        # (appending element to list)
z.extend([88,99])   # (extending list with another list)
```

Strings & Lists

```
s = set((2,1,3,2,1))
s.add(4); s.remove(2)
print(3 in s)

d = {'alice': 24, 'bob': 22, 'charlie': 23} # dictionary)
d['eve'] = 24                               # (add or change entry)
v = d.pop('charlie', None)                   # v = 23 (remove)
```

Sets & Dictionaries

```
if 3*a < y or a > 3*y: # if, elif, else as usual
    print("far")       # no braces but indents
elif a == y:
    print("equal")
else:
    print("near")

for item in d:         # traverse keys (also: list, set)
    for i in range(len(d)): # traverse over indexes
        for i, item in enumerate(d): # both index and item
            break         # break current loop

while a > 3:          # while loops as usual
    print(x)
    a -= 1            # a = a - 1

print("hello") if a == 5 else print("x =",x) # cond. expression
```

Control

```
def square(x):        # function definition
    return x**x        # with return value

f = lambda x : x**x    # lambda is one line function
print(f(3))           # - 25

l = [i**k for i in range(1,4)]
l.sort(key=lambda v : v % 100) # l = [1, 4, 25, 16, 8]
```

Functions

```
a = y = x = 1         # globally: set all = 1

def foo():
    global x           # keyword global: global x is used
    x, y = 2, 3        # x is global, y is local, z is unchanged
    print(x,y,x)      # - 2 2 1 (x is accessible)

foo()
print(x,y,x)         # - 2 1 1 (note that global y was unchanged)
```

Scope

Non Programmer39s Guide To Python

F Rizvi



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Table of Contents Non Programmer39s Guide To Python

1. Understanding the eBook Non Programmer39s Guide To Python
 - The Rise of Digital Reading Non Programmer39s Guide To Python
 - Advantages of eBooks Over Traditional Books
2. Identifying Non Programmer39s Guide To Python
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Non Programmer39s Guide To Python
 - User-Friendly Interface
4. Exploring eBook Recommendations from Non Programmer39s Guide To Python
 - Personalized Recommendations
 - Non Programmer39s Guide To Python User Reviews and Ratings
 - Non Programmer39s Guide To Python and Bestseller Lists
5. Accessing Non Programmer39s Guide To Python Free and Paid eBooks
 - Non Programmer39s Guide To Python Public Domain eBooks
 - Non Programmer39s Guide To Python eBook Subscription Services
 - Non Programmer39s Guide To Python Budget-Friendly Options
6. Navigating Non Programmer39s Guide To Python eBook Formats
 - ePub, PDF, MOBI, and More
 - Non Programmer39s Guide To Python Compatibility with Devices
 - Non Programmer39s Guide To Python Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Non Programmer39s Guide To Python
 - Highlighting and Note-Taking Non Programmer39s Guide To Python
 - Interactive Elements Non Programmer39s Guide To Python
8. Staying Engaged with Non Programmer39s Guide To Python

- Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Non Programmer39s Guide To Python
9. Balancing eBooks and Physical Books Non Programmer39s Guide To Python
- Benefits of a Digital Library
 - Creating a Diverse Reading Collection Non Programmer39s Guide To Python
10. Overcoming Reading Challenges
- Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Non Programmer39s Guide To Python
- Setting Reading Goals Non Programmer39s Guide To Python
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Non Programmer39s Guide To Python
- Fact-Checking eBook Content of Non Programmer39s Guide To Python
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning
- Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
- Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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