

# Python Cheatsheet

## 1. Python Syntax & Constraints

### 1.1 Variables & Data Types

Python is dynamically typed, meaning you don't need to declare variable types explicitly. Variables are references to objects stored in memory.

```
x = 10          # Integer
y = 3.14        # Float
name = "Alice"  # String
is_valid = True # Boolean
lst = [1, 2, 3] # List
tpl = (4, 5, 6) # Tuple
dct = {"a": 1, "b": 2} # Dictionary
```

### Different Ways to Declare Variables:

```
a, b, c = 5, "Hello", 3.14 # Multiple assignment
x = y = z = 10 # Assigning the same value to multiple variables
```

### Common Mistakes:

- Assigning multiple variables incorrectly:

```
a, b, c = 1, 2 # ValueError (should match count of values)
```

---

## 2. Loops & Control Statements

### 2.1 For Loop (Iterating Over Sequences)

The `for` loop iterates over an iterable object like a list, tuple, or range.

```
for i in range(5): # range(start, stop, step) is used for iteration
    print(i) # Outputs: 0, 1, 2, 3, 4
```

## 2.2 While Loop (Executing Until a Condition is Met)

The `while` loop runs as long as the condition is `True`.

```
x = 0
while x < 5:
    print(x)
    x += 1 # Incrementing to avoid infinite loop
```

## 2.3 Loop Control Statements

- `break`: Exits the loop early.
- `continue`: Skips the current iteration.

```
for num in range(5):
    if num == 3:
        continue # Skips 3
    print(num)
```

# 3. Lists (Mutable & Ordered)

Lists are dynamic, mutable, and can hold heterogeneous data types.

```
fruits = ["apple", "banana", "cherry"]
```

## 3.1 List Methods with Explanations

Method	Description	Example	Common Mistake
<code>append(value)</code>	Adds an item at the end	<code>fruits.append("grape")</code>	Using append for multiple values (use extend instead)

<code>extend(iterable)</code>	Adds multiple elements	<code>fruits.extend(["grape", "mango"])</code>	Using append instead of extend
<code>insert(index, value)</code>	Inserts value at index	<code>fruits.insert(1, "orange")</code>	Using an index greater than length
<code>remove(value)</code>	Removes first occurrence	<code>fruits.remove("banana")</code>	Removing a non-existent value raises error
<code>pop(index=-1)</code>	Removes and returns element	<code>fruits.pop(1)</code>	Using invalid index
<code>clear()</code>	Removes all items	<code>fruits.clear()</code>	-
<code>index(value)</code>	Finds the index of value	<code>fruits.index("cherry")</code>	Searching for missing value raises error
<code>count(value)</code>	Counts occurrences	<code>fruits.count("apple")</code>	-
<code>sort()</code>	Sorts list in place	<code>numbers.sort()</code>	Sorting different data types
<code>reverse()</code>	Reverses list order	<code>numbers.reverse()</code>	-
<code>copy()</code>	Copies list	<code>new_list = fruits.copy()</code>	Using <code>=</code> instead (which creates a reference)

## 4. Tuples (Immutable & Ordered)

Tuples are similar to lists but immutable (cannot be changed after creation).

```
tpl = (1, 2, 3)
```

### 4.1 Tuple Methods

Method	Description	Example	Common Mistake
<code>count(value)</code>	Counts occurrences	<code>tpl.count(2)</code>	-

<code>index(value)</code>	Finds index	<code>tpl.index(3)</code>	Searching for non-existent value raises error
---------------------------	-------------	---------------------------	---

## 5. Dictionaries (Key-Value Store)

Dictionaries store data in key-value pairs.

```
dct = {"name": "Alice", "age": 25}
```

### 5.1 Dictionary Methods with Explanation

Method	Description	Example	Common Mistake
<code>keys()</code>	Returns keys	<code>dct.keys()</code>	-
<code>values()</code>	Returns values	<code>dct.values()</code>	-
<code>items()</code>	Returns key-value pairs	<code>dct.items()</code>	-
<code>get(key, default)</code>	Gets value with default	<code>dct.get("name", "Unknown")</code>	-
<code>update(dict)</code>	Updates dictionary	<code>dct.update({"age": 26})</code>	-
<code>pop(key)</code>	Removes and returns value	<code>dct.pop("age")</code>	Removing a non-existent key
<code>clear()</code>	Removes all elements	<code>dct.clear()</code>	-

## 6. Strings (Immutable & Ordered)

Strings are immutable sequences of characters.

```
s = "Hello, World!"
```

### 6.1 String Methods Explained

Method	Description	Example	Common Mistake
<code>lower()</code>	Converts to lowercase	<code>s.lower()</code>	-

<code>upper()</code>	Converts to uppercase	<code>s.upper()</code>	-
<code>strip()</code>	Removes whitespace	<code>s.strip()</code>	-
<code>split(delimiter)</code>	Splits into list	<code>s.split(",")</code>	-
<code>replace(old, new)</code>	Replaces substring	<code>s.replace("Hello", "Hi")</code>	-
<code>find(value)</code>	Finds first index	<code>s.find("World")</code>	Searching for missing value returns -1
<code>count(value)</code>	Counts occurrences	<code>s.count("o")</code>	-
<code>startswith(prefix)</code>	Checks start	<code>s.startswith("Hello")</code>	-
<code>endswith(suffix)</code>	Checks end	<code>s.endswith("!")</code>	-