

Dictionare {cheie:valoare}

- cheie->unica
- key==lista nu
- cmp(d1, d2)
- len(d1, d2)
- str(dict)
- type(dict)
- del dict
- 
- clear()
- copy()
- fromkeys()->din list in key
- get(key)
- items()->tuplu
- keys()
- values()
- update(d1)
- key in dict:

Liste [] le pot schimba

- cmp(l1 ,l2)
- len(l)
- max(l)
- min(l)
- list(tuplu)
- 
- append()
- extend()
- index()unde apare a
- insert()
- pop()
- remove()
- reverse()
- sort()
- count() a de cate ori in lista

Fisiere

file=open(nume\_fis, „drepturi”,buff)

- acces: r, w, a
- file.closed()
- mode()
- name()
- write(sh)
- close()
- read()
- tell()
- next()
- readlines()
- readline()
- writelines()

Tuple () nu le pot schimba

- un sg el->(10,,)
- del tuplu
- len(t)
- t1+t2
- („a”)\*4
- 3 in (1,2,3)
- for x in t:
- 
- cmp(t1, t2)
- len(t)
- max(t)
- min(t)
- tuple(list)

OS

- rename(old,new)
- remove(old,new)
- mkdir(nume)
- chdir(calea)
- getcwd()
- rmdir(nume)
- listdir(nume)
- unlink(cale)
- open

Module

- in acelasi folder
- import modulul\_meu
- from modulul\_meu import functie
- dir(math)
- input()->str
- CONVERTESTE-I
- Join(„-„)

Conversii

chr(232)=>nu unicode

dict(s)

int(„7”)

list(tuple)

ord(„a”)=>ascii

set(list)

str(7)

tuple(list)

Set random

<ul style="list-style-type: none"> <li>add()</li> <li>pop()</li> <li>remove()</li> <li>clear()</li> <li>len(s)</li> <li>item in x</li> <li>set(lista)</li> </ul>	<ul style="list-style-type: none"> <li>and</li> <li>or</li> <li>xor ^</li> <li>dif</li> <li>subset</li> <li>superset</li> </ul>
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Lambda

->lambda par1,par2: return 1 sg val

->nu face print

->lambda arg1, arg2:arg1+arg2

->sum=lambda s1,s2:s1+s2