A Quick Python Cheat Sheet

February 19, 2013

1 Getting Help

```
# Get help for a module, function, class, etc.
help('math')
help('str')

# Get a brief listing of names in namespace.
import math
dir(math)
dir(str)
```

2 Strings

```
# Creation.
s = "Hello world!"
s = 'Hello world!'
s = 'Hello' + ' ' + 'world!'

# Access.
print s[0] # returns 'H'
print s[1] # returns 'e'

# Operations.
s.split() # returns ['Hello', 'world!']
s = ' '.join(['Hello\\n', 'world\\n']) # s becomes 'Hello\\nworld\\n'
s.splitlines() # returns ['Hello', 'world']
s.strip('.,') # removes periods and commas from string
```

3 Lists

```
# Creating.
1 = []
1 = [1, 'two', 3]
1 = list([1, 'two', 3]) # copy a list
# Modifying lists.
```

```
1.append(4)
1.extend([5, 6, 7])
1.reverse()
1.sort()

# Querying lists.
4 in 1
1.count(1) # how many 1's in the list?

# Iteration.
for item in 1:
```

4 Dictionaries

```
# Creating dictionaries.
d = \{\}
d = {1: 'one', 2: 'two'}
d = dict([(1, 'one'), (2, 'two'), (3, 'three')])
d = dict(zip([1, 2, 3], ['one', 'two', 'three']))
# Modifying dictionaries.
d[5] = 'five'
d.pop(1) # removes key/value, returns value
# Querying dictionaries.
1 in d
d.keys() # returns list of keys
d.values() # returns list of values
d.items() # returns list of key/value tuples.
# Iteration.
for key in d.iterkeys(): # iterate over keys
for value in d.itervalues(): # iterate over values
for key, value in d.iteritems(): # iterate over keys, values
```

5 Files

```
# Open a text file for reading.
f = open('input.txt')

# Open a text file for writing.
f = open('output.txt', 'w')

# Safely open a text file for reading.
with open('input.txt') as f:
```

```
# Do something here...
# File is automatically closed when we
# exit from the 'with' block.

# Iterate over lines in a file.
with open('input.txt') as f:
for line in f:
    # Do something here...
```

6 Functions

```
# Declare a function.
def func():
    # Do something here...

# Accept arguments.
def magnitude(x, y, z):
    mag = sqrt(x*x + y*y + z*z)

# Return values.
def magnitude(x, y, z):
    mag = sqrt(x*x + y*y + z*z)
    return mag

# Calling functions.
value = magnitude(3, 4, 5)
```

7 List Comprehensions

```
a_list = [1, 2, 3, 4]

# Square each element of a list.
a_list = [1*1 for 1 in a_list]

# Filter a list.
a_list = [1 for 1 in a_list if 1 < 3]

# Filter and square each element in a list.
a_list = [1*1 for 1 in a_list if 1 < 3]</pre>
```

8 Modules

```
# Import a module and access contents.
import math
dir(math)
math.cos(0.3)
math.sin(0.3)
```

```
# Import all module contents directly.
from math import *
cos(0.3)
sin(0.3)

# Import one symbol from module.
from math import cos
cos(0.3)
sin(0.4) # error!
```

9 Class Basics

```
# Define an empty class.
class MyClass:
    pass

# Define a constructor.
class MyClass:

    def __init__(self):
        self.some_int = 10
        self.my_name = 'MyClass'

# Define methods.
class MyClass:

    def __init__(self):
        self.some_int = 10

    def get_some_int_squared():
        return self.some_int*self.some_int
```