

input("text") returns the value (string) input by the user

int(string) converts strings to int

Same as float(), bool(), and str()

"String" in variable tells if the string is part of the variable string

+, -, *, /, // gives int, ** is power to

And and or are used in comparisons of booleans n stuff

If bool:

Statement

Elif bool2:

Statement

Else:

Statement executed if the above 2 are not

starts a comment

Name = [] is a list

For variable in list:

Statement

range (#, #) makes a list of numbers starting at first number and ending 1 before second

Tuples are lists that cant be changed, they are made w () instead of []

Def func(input)

Statement

Thats a function, it takes an object and applies smt to it

Methods take objects and do smt with it

class name():

X = variable #this is a class variable

def __init__(self, name, age): #necessary for all classes, basically runs when a obj of class is made and self is basically always needed btu doesnt need to be put in when making an object

self.name = name #sets the name

self.age = age

def speak(self):

print("hello my name is "+self.name)

#inheritance is like this

class name(other class): #the otherclass is the parent class and the child inherits the stuff

def __init__(self, name, age, colour)

super().__init__(name, age)

Self.colour = colour

def speak(self):

print("meow")

Subclass inherits the attributes and methods of superclass. Superclass can not use subclass methods

Subclasses can also overwrite (basically) superclass methods so they don't have to do the exact same thing

Classes can have variables that are only available to what is within the class

@classmethod pass cls into the () and can access class variables

@staticmethod basically is a function that doesn't need an object (just classname.funcname()) but is housed in a class

Python can't make public/private stuff so if you want it to act as a private method, put _ right before their name

To import other files do

Import filename

From filename import classname