

## Match

match variable:

Case "a":

print("Vowel")

Case "e":

print("Vowel")

Case "i":

print("Vowel")

\*or Case "b" | "c" | "d":

print("consonant")

# Underscore is like an else statement.

Case \_:

print("Not found in data")

## Loops

while - while something continue code til something stops it

example.

changeable { i = 3  
while i != 0:

... print("meow")

while i >= 3: i = i - 1 once i = 0, it will stop

... i = i + 1

i = i + 1

is the same as i += 1

List

For - Can tell how many times to run

ie for i in [0, 1, 2]:

... print("meow")

for variable in [times to execute]:

... function

Can be replaced with range

for variable in range(3):

while True:

n = int(input("What's n? "))

if n < 0:

continue - Continues the loop

else:

break - breaks out of the loop

or

while True:

n = int(input("What's n? "))

if n > 0:

break

Creates variable  
for the names  
of in the list

Cars = ["Octane", "Dominus", "Batmobile", "Scarab", "Takuma"]

for car in cars:

... print(car)

Dictionaries - { } uses curly brackets

Cars = { "Octane": "S Tier", "Dominus": "S Tier", }

Key ↓ or Value ↓ separates terms  
Word > or definition

To make it more readable

Cars = {  
... "Octane": "S Tier",  
"Dominus": "S Tier",  
"Batmobile": "A Tier",  
"Takuma": "D Tier",  
}

Can be  
put here



**List** - Contain multiple values in one variable `[]`

**Range** - `range()` how many times a function executes

Strings can be reversed with

`"string"[::-1]`