## Generell

Die numerischen Datentypen sind gleichermaßen zu behandeln wie in den bekannten Programmiersprachen.

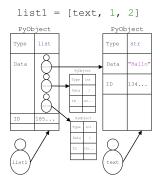
## **Datentypen**

Datentyp	Beschreibung	False-Wert				
NoneType	Indikator für nichts	None				
Numerische Datentypen						
int	Ganze Zahlen	0				
float	Gleitkommazahlen	0.0				
bool	Boolesche Werte	False				
complex	Komplexe Zahlen	0 + 0j				
Sequenzielle	e Datentypen					
$\operatorname{\mathbf{str}}$	Zeichenketten oder Strings(unveränderlich)	, ,				
list	Listen(veränderlich)					
tuple	Tupel(unveränderlich)	()				
bytes	Sequenz von Bytes(unveränderlich)	b' '				
bytesarray	Sequenz von Bytes(veränderlich)	bytearray(b' ')				
Mengen						
set	Einmalig vorkommende Objekte	set()				
frozenset	Wie set jedoch unveränderlich	frozenset()				
Assoziative	Assoziative Datentypen					
dict	Dictionary(veränderlich)					

### **Operatoren**

Operator	Beschreibung
x // y	Ganzzahliger Quotient
x ** y	Potenzieren, $x^y$
+,-,	Übliche Operation

### Variablen



## **Casting**

Datentyp	Klasse	Direkt	Datentyp	Klasse	$\mathbf{Direkt}$
Ganzzahl	int()	3	Gleitkommazahl	float()	3.1415
Boolescher Wert	bool()	True,False	Komplexe Zahl	complex()	2+4j
String	str()	"HSR", 'OST'	Liste	list()	[1,2,3]
Menge	set()	1,2,3	Tupel	tuple()	(1,2,3)
Unver. Menge	frozenset()	frozenset(1,2,3)	Dictionary	dict()	, "Key": 1

## **Eingabe und Ausgabe**

```
name = input("type your name:")
print("Hello", name)
strList = ["YES", "WE", "CAN"]
for w in strList:
    print(w, end="--")
```

### In:

type your name:MFG GG OG

Out:

Hello MFG GG OG YES-WE-CAN-

	Parameter	Beschreibung	
	object(s)	Alle Objekte werden in String konvertiert	
	sep='seperator'	Separierung der Objekte	, ,
1	end='end'	Letztes Zeichen des print-Befehl	'\n'
	file	Objekt mit einer Write-Methode	sys.stdout
	flush	Boolscher Wert für die Output-Überprüfung	False

## Listen

list.append(x)	list.extend(iterable)	list.remove(x)
list.clear()	$list.index(x[, start[, end]]) \rightarrow int$	list.reverse()
$list.copy() \rightarrow list$	list.insert(i, x)	list.sort(key=None, reverse=False)
$list.count(x) \rightarrow int$	$list.pop([i]) \rightarrow object$	

#### Erzeugen von Listen

```
mylist = [1, 2, 3]
alist = list([4, 5, 6])
blist = alist.copy()  # deep copy
print(f'mylist = {mylist}, alist = {alist}')
print(f'blist = {blist}')
Out:
mylist = [1, 2, 3], alist = [4, 5, 6]
```

Hinzufügen/Entfernen von Elementen

```
mylist = [1, 2]
mylist.append(33)
mylist.extend([11, 22])
print(f'#1 mylist = {mylist}')
mylist.pop()
mylist.pop(2)
mylist.remove(11)
print(f'#2 mylist = {mylist}')
mylist.clear()
print(f'#3 mylist = {mylist}')

Out:
#1 mylist = [1, 2, 33, 11, 22]
#2 mylist = [1, 2]
#3 mylist = []
```

#### Indexierung/Slicing

slice = lst[start:end:step] 'inklusiv' start bis 'exklusiv' end



```
mylist = [22, 3, 15, 8, 31]
print(f'mylist[::] = {mylist[::]}')
print(f'mylist[1:4] = {mylist[1:4]}')
print(f'mylist[::2] = {mylist[::2]}')
print(f'mylist.index(3) = {mylist.index(3)}')
Out:
mylist[::] = [22, 3, 15, 8, 31]
mylist[1:4] = [3, 15, 8]
mylist[::2] = [22, 15, 31]
mylist.index(3) = 1
```

### Sortieren

```
def myfunc(e):
    return len(e)
mylist = [4, 3, 5, 7, 3, 2]
                                                   Out:
strlist = ['BMW', 'Tesla', 'GM']
                                                   #1[2, 3, 3, 4, 5, 7]
mylist.sort()
                                                   #2 [7, 5, 4, 3, 3, 2]
print('#1', mylist)
                                                   #3 1
mylist.sort(reverse=True)
                                                   #4 ['GM', 'BMW', 'Tesla']
print('#2', mylist)
print('#3', mylist.count(2))
strlist.sort(key=myfunc)
print('#4', strlist)
```

## **Tuple**

Tuples sind ähnlich zu behandeln wie die Listen, nur dass sie nicht veränderbar sind.

tuple.index(x) | tuple.count(x)

mytupel = (1, "one", [0, 1])
print(mytupel)

Out:
(1, 'one', [0, 1])

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## Set

set.add(elem)	$set.intersection(*others) \rightarrow set$	set.remove(elem)
set.clear()	$set.intersection\_update(*others)$	$set.symmetric\_difference(other) \rightarrow set$
$set.copy() \rightarrow set$	$set.isdisjoint(other) \rightarrow bool$	$set.symmetric\_difference\_update(other)$
$set.difference(*others) \rightarrow set$	$set.issubset(other) \rightarrow bool$	$\operatorname{set.union}(*\operatorname{others}) \to \operatorname{set}$
set.difference_update(*others)	$set.issuperset(other) \rightarrow bool$	set.update(*others)
set.discard(elem)	$set.pop() \rightarrow object$	

Ein set kann ebenfalls wie eine Liste behandelt werden, wobei die Werte nur einmalig vorkommen können und sie nicht veränderbar sind. Weitere Werte können hinzugefügt oder entfernt werden. Sets sind ungeordnet, heisst, die Reihenfolge der Elemente kann nicht vorhergesagt werden.

#### Erzeugen

```
myset = {'I', 'love', 'swiss', 'cheese'}
aset = {'one', 'two', 'one', 'six'}
                                                     Out:
                                                    myset = 'I', 'cheese', 'love', 'swiss'
print(f'myset = {myset}')
                                                    aset = 'six', 'two', 'one'
print(f'aset = {aset}')
Basics
myset = \{4, 12, 77, 120\}
myset.add('elem')
myset.remove(120)
myset.pop()
                                                    Out:
myset.discard('nothing')
                                                    myset = 12, 77, 'elem'
print(f'myset = {myset}')
                                                    myset = set()
aset = myset.copy()
                                                    aset = 'elem', 12, 77
myset.clear()
print(f'myset = {myset}')
print(f'aset = {aset}')
```

# **Dictionary**

```
\begin{array}{|c|c|c|}\hline dict.clear() & dict.pop(key[, default]) \rightarrow object\\ dict.copy() \rightarrow dict & dict.popitem() \rightarrow tuple\\ dict.fromkeys(iterable[, value]) \rightarrow object & dict.setdefault(key[, default]) \rightarrow object\\ dict.get(key[, default]) \rightarrow object & dict.update([other])\\ dict.items() \rightarrow dict\_items & dict.values() \rightarrow dict\_values\\ dict.kyes() \rightarrow dict\_keys & \\ \end{array}
```

Ein Dictionary ist ein geordneter Datentyp um Wertepaare zu speichern. Dieser Datentyp erlaubt keine Duplikate!

### Basics

```
cb300 = {
     'brand':
                   'honda',
     'color':
                   'red',
                   (31, 'hp')
    'power':
    }
update = {'category': 'naked'}
                                                        {'brand': 'honda', 'color': 'red', 'power': (31, 'hp'),
cb300['mileage[km]'] = 3148
                                                        'mileage[km]': 4399, 'category': 'naked'}
cb300['mileage[km]'] = 4399
                                                        {'brand': 'honda', 'color': 'red', 'power': (48, 'hp'),
cb300.update(update)
                                                        'mileage[km]': 4399, 'category': 'naked'}
cb500 = cb300.copy()
cb500['power'] = (48, 'hp')
cb500['color'] = 'grey'
print(cb300)
print (cb500)
```

```
Entfernen/Löschen
```

```
cb300 = {
    'brand': 'honda',
    'color': 'red',
    'power': (31, 'hp')
  }
print(cb300.pop('color', 'raw'))
print(cb300.pop('color', 'raw'))
print(cb300.popitem()) #removes last added
    item
cb300.clear()
print(cb300)
```

```
Out:
red
raw
('power', (31, 'hp'))
{}
```

### Abfragen/Hinzufügen

```
cb300 = {
    'brand':
                 'honda',
    'color':
                 'red',
                (31, 'hp')
    'power':
    }
keys = ('year', 'weight')
values = 0
print(cb300.items())
print(cb300.keys())
print(cb300.values())
print(cb300.get('color', 'raw'))
print(cb300.get('mileage', 0))
print(cb300.setdefault('color', 'black'))
cb300.update(dict.fromkeys(keys, values))
print(cb300)
```

```
Out:
dict_items([('brand', 'honda'), ('color', 'red'),
```

```
('power', (31, 'hp'))])
dict_keys(['brand', 'color', 'power'])
dict_values(['honda', 'red', (31, 'hp')])
red
0
red
{'brand': 'honda', 'color': 'red', 'power': (31, 'hp'),
'year': 0, 'weight': 0}
```

# **Strings**

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## Matplotlib

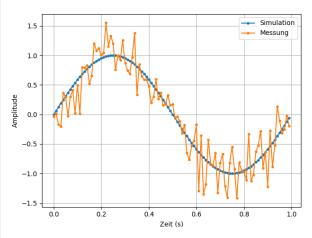
```
Creation
plt.figure(num=None, dpi=None, facecolor=None, edgecolor=Nonem frameon=True, FigureClass=;class "matplot-
lib.figure.Figure», clear=False, **kwargs) \rightarrow Figure)
plt.subplot(*args, **kwargs) \rightarrow AxesSubplot
plt.subplots(nrows=1, ncols=1, *, sharex=False, sharey=False, squeeze=True, subplot kw=None, gridspec kw=None,
**fig kw) Figure, \rightarrow axes.Axes
plt.twinx(ax=None) \rightarrow AxesSubplot
plt.twiny(ax=None) \rightarrow AxesSubplot
plt.tight layout(*, pad=1.08, h pad=None, w pad=None, rect=None)
plt.savefig(*args, **kwargs)
plt.show(*, block=None)
Drawing
plt.annotate(text, xy, *args, **kwargs) \rightarrow Annotation
plt.arrow(x, y, dx, dy, **kwargs) \rightarrow FancyArrow
plt.contour(*args, data=None, **kwargs) → QuadContourSet
plt.contourf(*args, data=None, **kwargs) \rightarrow QuadContourSet
plt.loglog(*args, **kwargs) \rightarrow list of Line2D objects
plt.plot(*args, scalex=True, scaley=True, data=None, **kwargs) \rightarrow list of Line2D objects
plt.scatter(x, y, s=None, c=None, marker=None, cmap=None, norm=None, vmin=None, vmax=None, alpha=None,
linewidths=None, verts=jdeprecated parameter, edgecolors=None, *, plotnonfinite=False, data=None, **kwargs) \rightarrow
plt.semilogx(*args, **kwargs) \rightarrow list of Line2D objects
plt.semilogy(*args, **kwargs) → list of Line2D objects
plt.stem(*args, linefmt=None, markerfmt=None, basefmt=None, bottom=0, label=None, use line collection=True,
data=None) \rightarrow StemContainer
plt.step(x, y, *args, where="pre", data=None, **kwargs) \rightarrow list \ of \ Line 2D \ objects
plt.streamplot(x, y, u, v, density=1, linewidth=None, color=None, cmap=None, norm=None, arrowsize=1, arrowsty-
le=-¿", minlength=0.1, transform=None, zorder=None, start points=None, maxlength=4.0, integration directi-
on="both", *, data=None) \rightarrow StreamplotSet
plt.text(x, y, s, fontdict=None, **kwargs) \rightarrow Text
Decoration
plt.axis(*args, emit=True, **kwargs) → Annotation
plt.axhline(y=0, xmin=0, xmax=1, **kwargs) → Line2D
plt.axvline(x=0, ymin=0, ymax=1, **kwargs) → Line2D
plt.colorbar(mappable=None, cax=None, ax=None, **kw) → Colorbar
plt.grid(b=None, which="major", axis="both", **kwargs)
plt.legend(*args, **kwargs)
plt.margins(*margins, x=None, y=None, tight=True) \rightarrow tuple
plt.suptitle(t, **kwargs) Text
plt.title(label, fontdict=None, loc=None, pad=None, *, y=None, **kwargs) → Text
plt.xlabel(xlabel, fontdict=None, labelpad=None, *, loc=None, **kwargs)
plt.xlim(*args, **kwargs) → tuple
plt.xticks(ticks=None, labels=None, **kwargs) → tuple
plt.ylabel(ylabel, fontdict=None, labelpad=None, *, loc=None, **kwargs)
plt.ylim(*args, **kwargs) \rightarrow tuple
plt.yticks(ticks=None, labels=None, **kwargs) → tuple
Decoration OOP
Axes.set title(self, label, fontdict=None, loc=None, pad=None, *, y=None, **kwargs) → Text
Axes.set xlabel(self, xlabel, fontdict=None, labelpad=None, *, loc=None, **kwargs)
Axes.set xlim(self, left=None, right=None, emit=True, auto=False, *, xmin=None, xmax=None) → tuple
Axes.set xticks(self, ticks, *, minor=False) \rightarrow tuple
Axes.set ylabel(self, ylabel, fontdict=None, labelpad=None, *, loc=None, **kwargs)
Axes.set ylim(self, bottom=None, top=None, emit=True, auto=False, *, ymin=None, ymax=None) → tuple
```

Linestyle	Marker			Color		
'-', 'solid'	'.'=point	'o'=circle	$'v'$ =triangle_down	'b','blue'	'g','green'	'r','red'
':', 'dotted'	's'=square	'p'=pentagon	'¿'=triangle_right	'c','cyan'	'm','magenta'	'k','black'
'-', 'dashed'	'*'=star	'd','D'=diamond	$\hat{y} = \text{triangle\_up}$	'w', 'white'	'y','yellow'	'#0F0F0F'
'', 'dashdot'	$\mathbf{x}',\mathbf{X}'=\times$	'+','P'=plus	$';' = triangle\_left$	(0.0, 0.5, 1.0)		

Axes.set vticks(self, ticks, \*, minor=False) → tuple

#### Einfaches Beispiel

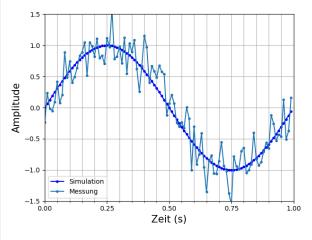
```
import numpy as np
import matplotlib.pyplot as plt
# signale definieren
t = np.arange(100)/100
s1 = np.sin(2*np.pi*t)
s2 = s1 + np.random.randn(*s1.shape)/4
# Figure und Axis erstellen
plt.figure()
# Signale plotten
plt.plot(t, s1, '.-', label='Simulation')
plt.plot(t, s2, '.-', label='Messung')
# Achsen beschriften
plt.xlabel('Zeit (s)')
plt.ylabel('Amplitude')
# Hilfslinien aktivieren
plt.grid(True)
# Legende hinzufuegen
plt.legend()
# Weisser Rand minimieren
plt.tight_layout()
# Diagramm abspeichern
plt.savefig('diagramm.svg')
```



#### OOP Beispiel

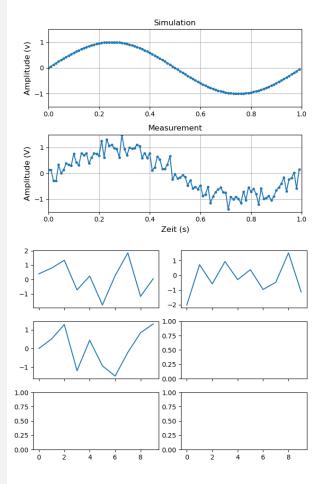
fig.tight\_layout()

```
import numpy as np
import matplotlib.pyplot as plt
from matplotlib.ticker import (
   MultipleLocator, AutoMinorLocator)
t = np.arange(100)/100
s1 = np.sin(2*np.pi*t)
s2 = s1 + np.random.randn(*s1.shape)/4
# Figure und Axis erstellen
fig, ax = plt.subplots()
# Signale plotten
ax.plot(t, s1, linestyle='-', marker='.',
   color="blue", label='Simulation')
# ax.plot(t, s1, '.-', label='Simulation')
ax.plot(t, s2, '.-', label='Messung')
# Achsen beschriften
ax.set_xlabel('Zeit (s)', fontsize=15)
ax.set_ylabel('Amplitude', fontsize=15)
# Achsen limitieren
ax.set_ylim(-1.5, 1.5)
# ax.set_xticks(np.arange(0, 1.1, step=0.1))
ax.set_xlim(0, 1)
ax.xaxis.set_major_locator(MultipleLocator
ax.xaxis.set_minor_locator(MultipleLocator
   (0.05))
# Hilfslinien aktivieren
# ax.grid(True)
ax.grid(which="both")
# Legende hinzufuegen
ax.legend(loc="lower left")
# Weisser Rand minimieren
```



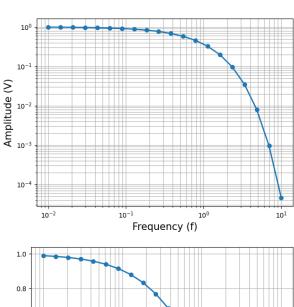
#### Subplots

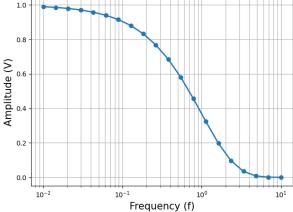
```
import numpy as np
import matplotlib.pyplot as plt
t = np.arange(100)/100
s1 = np.sin(2*np.pi*t)
s2 = s1 + np.random.randn(*s1.shape)/4
# Figure und Axis erstellen
fig = plt.figure()
ax1 = plt.subplot(2, 1, 1)
ax2 = plt.subplot(2, 1, 2, sharex=ax1)
# Signale plotten
ax1.plot(t, s1, '.-', label='Simulation')
ax2.plot(t, s2, '.-', label='Simulation')
# Achsen beschriften
# ax1.set_xlabel('Zeit (s)', fontsize=12)
ax1.set_ylabel('Amplitude (v)', fontsize=12)
ax2.set_xlabel('Zeit (s)', fontsize=12)
ax2.set_ylabel('Amplitude (V)', fontsize=12)
# Achsen limitieren
ax1.set_ylim(-1.5, 1.5)
ax2.set_ylim(-1.5, 1.5)
ax1.set_xlim(0, 1)
# Subplots beschriften
ax1.set_title("Simulation")
ax2.set_title("Measurement")
# Hilfslinien aktivieren
ax1.grid(True)
ax2.grid(True)
# Weisser Rand minimieren
fig.tight_layout()
# Multiple subplots
fig, axes = plt.subplots(3, 2, sharex=True)
axes[0][0].plot(np.random.randn(10))
axes[0][1].plot(np.random.randn(10))
axes[1][0].plot(np.random.randn(10))
fig.tight_layout()
```



#### logarithmische Darstellung

```
import numpy as np
import matplotlib.pyplot as plt
x = np.logspace(-2, 1, 20)
s = np.exp(-x)
# loglog-
fig, ax = plt.subplots()
ax.loglog(x, s, '-o', linewidth=2)
ax.grid(which='major')
ax.grid(which='minor')
ax.set_xlabel('Frequency (f)', fontsize=15)
ax.set_ylabel('Amplitude (V)', fontsize=15)
fig.tight_layout()
# semilogx-----
fig, ax = plt.subplots()
ax.semilogx(x, s, '-o', linewidth=2)
ax.grid(which='major')
ax.grid(which='minor')
ax.set_xlabel('Frequency (f)', fontsize=15)
ax.set_ylabel('Amplitude (V)', fontsize=15)
fig.tight_layout()
# semilogy-
```





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