Raspberry Pi Cheat Sheet	greeting = say_hello("Katie")
Starting Up:	Input:
Plug in Raspberry Pi using the Micro USB plug	print "Enter you name"
Login at the prompt	name = raw_input()
Username: pi	print "Hi, ", name, "how are you?"
Password: raspberry	
At the prompt (\$), type 'startx'	Objects:
	class Ball:
Variables:	color = "red"
myColor = "yellow"	size = "small"
myNumber = 5	direction = ""
myList = ["red", "yellow", "blue"]	
	def bounce(self)
Conditions:	if self.direction == "down":
if myColor == "Yellow":	self.direction == "up"
print "You picked yellow!"	myBall = Ball()
elif myColor == "Red":	myBall.direction = "down"
print "You picked red!"	myBall.color = "blue"
else:	myBall.bounce()
print "You picked some other color"	
	Modules:
Loops:	import random
for color in ["red", "yellow", "blue"]:	print random.randint(1, 100)
print color	
	You can find out about other modules at http://docs.python.org
counter = 0	
while (counter < 4)	Class slides: <u>http://bit.ly/17KS8VM</u>
print "The count is: ", counter	
counter = counter + 1	Other Links
	https://github.com/kcunning/Katie-s-Rougish-PyGame
Functions:	http://www.raspberrypi.org/quick-start-guide
def say_hello(name):	<u>http://www.raspberry.io</u>
print "Hello,", name	
return "Hello, ", name	
say_hello("Katie"):	