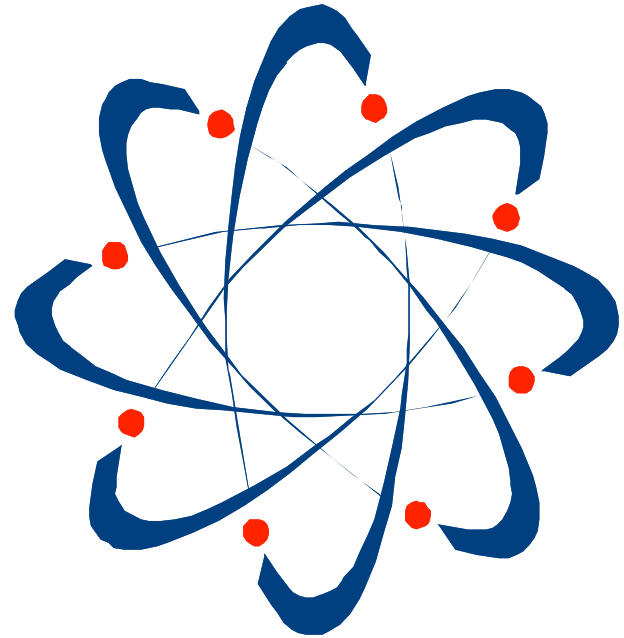


Fundamentals Refresher

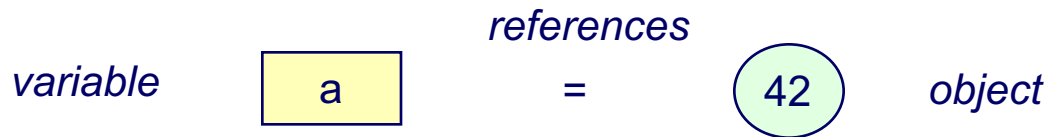
Fundamental Refresher

- **Contents**
 - **Python variables**
 - Type specific methods
 - **Augmented assignments**
 - **Python types**
 - **Numeric types**
 - **Python lists**
 - **Python tuples**
 - **Python dictionaries**



Python variables

- **Python variables are references to objects**



- **Variables are defined automatically**
 - An undefined variable refers to a special object called **None**
- **Variables can be deleted with del**
 - An object's memory can be reused when it is no longer referenced
- **Value equals vs Reference equals**
 - == vs is

Python types

- **Everything is an object!**

- Built in types:

- Numbers

3.142, 42, 0x3f, 0664, 16384L, 0x4E8L

Sequences



- Strings

'Norwegian Blue', "Mr. Khan's bike", r'C:\Numbers'

- Tuples

(47, 'Spam', 'Major', 683, 'Ovine Aviation')

Immutable

Mutable

- Lists

['Cheddar', ['Camembert', 'Brie'], 'Stilton']

- Dictionaries

{'Sword': 'Excalibur', 'Bird': 'Unladen Swallow'}

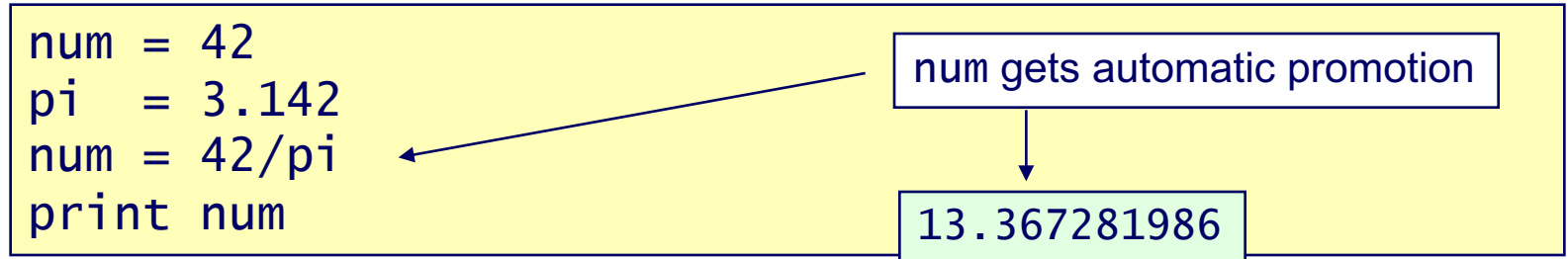
- Sets

{'Chapman', 'Cleese', 'Idle', 'Jones', 'Palin'}

- Other types include bytes, bytearrays, Boolean, and None

Switching types

- Sometimes Python switches types automatically



- Sometimes you have to encourage it
 - This avoids unexpected changes of type

```
print "Unused port: " + count
TypeError: cannot concatenate 'str' and 'int' objects
```

- Use the `str()` function to convert any object to a string
- Use `int()` or `float()` to convert an object to a number
- Other functions available to convert to/from lists and tuples

```
print "Unused port: " + str(count)
```

Python tuples introduced

- Tuples are *immutable* (Read-only) objects
 - Specified as a comma-separated list of objects, usually inside ()
 - The () can sometimes be omitted
 - The comma makes a tuple, not the ()
 - Can be indexed in the same way as lists
 - Starting from 0 on the left or -1 on the right

```
mytuple=('eggs', 'bacon', 'spam', 'tea')  
print mytuple  
print mytuple[1]  
print mytuple[-1]
```

```
('eggs', 'bacon', 'spam', 'tea')  
bacon  
tea
```

- Can be reassigned, but not altered

```
mytuple[2] = 'John'
```

```
TypeError: 'tuple' object does not support item assignment
```

Useful tuple operations

- **Swap references**

```
a,b = b,a
```

- **Set values from a numeric range**

```
Gouda, Edam, Caithness = xrange(3)
```

```
0 1 2
```

- **Repeat values**

```
mytuple = ('a','b','c')  
another = mytuple * 4
```

```
('a', 'b', 'c', 'a', 'b', 'c', 'a', 'b', 'c', 'a', 'b', 'c')
```

- **Be careful of single values and the trailing comma**

```
thing = ('Hello')  
print type(thing)  
  
thing = ('Hello',)  
print type(thing)
```

```
<type 'str'>
```

```
<type 'tuple'>
```

Python lists introduced

- **Python lists are similar to arrays in other languages**
 - Items may be accessed from the left by an index starting at 0
 - Items may be accessed from the right by an index starting at -1
 - Specified as a comma-separated list of objects inside []

```
cheese = ['Cheddar', 'Stilton', 'Cornish Yarg']  
print cheese[1]  
cheese[-1] = 'Red Leicester'  
print cheese
```

```
Stilton  
['Cheddar', 'Stilton', 'Red Leicester']
```

- **Multi-dimensional lists are just lists containing others**

```
cheese = ['Cheddar', ['Camembert', 'Brie'], 'Stilton']  
print cheese[1][0]
```

```
Camembert
```


Tuple and list slicing

- Slice by start and end *position*
 - Counting from zero on lhs, from -1 on rhs

```
mytuple=('eggs', 'bacon','spam','tea','beans')
print mytuple[2:4]
('spam', 'tea')
print mytuple[-4]
bacon
mylist = list(mytuple)
print mylist[1:]
['bacon', 'spam', 'tea', 'beans']
print mylist[:2]
['eggs', 'bacon']
```

Diagram illustrating slicing on a tuple:

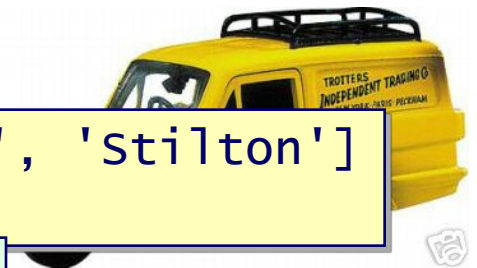
- start**: Points to the index 2 in the slice `mytuple[2:4]`.
- end+1**: Points to the index 4 in the slice `mytuple[2:4]`.

- List elements may be removed using `del`

```
cheese = ['Cheddar', 'Camembert', 'Brie', 'Stilton']
del cheese[1:3]
```

Resulting list:

```
['Cheddar', 'Stilton']
```



Adding items to a list

- **On the left**

```
cheese[:0] = ['Cheshire', 'Ilchester']
```

- **On the right**

```
cheese += ['Oke', 'Devon Blue']  
cheese.extend(['Oke', 'Devon Blue'])
```

Same effect

- **append can only be used for one item**

```
cheese.append('oke')
```

- **Anywhere**

```
cheese = ['Cheddar', 'Stilton', 'Cornish Yarg']  
cheese.insert(2, 'Cornish Brie')  
cheese[2:2] = ['Cornish Brie']
```

Same effect

```
['Cheddar', 'Stilton', 'Cornish Brie', 'Cornish Yarg']
```

Removing items by position

- Use `pop(index)`
 - The index number is optional, default -1 (rightmost item)
 - Returns the deleted item

```
cheese = ['Cheddar', 'Stilton', 'Cornish Yarg']
saved = cheese.pop(1)
print "Saved1:", saved, ", Result:", cheese

saved = cheese.pop()
print "Saved2:", saved, ", Result:", cheese
```

```
Saved1: Stilton , Result: ['Cheddar', 'Cornish Yarg']
Saved2: Cornish Yarg , Result: ['Cheddar']
```

- Remember that `del` may also be used
 - Does not return the deleted item
 - May delete more than one item by using a slice

Removing list items by content

- **Use the remove method**
 - Removes the leftmost item matching the value

```
cheese = ['Cheddar', 'Stilton', 'Cornish Yarg',  
          'Oke', 'Devon Blue']  
cheese.remove('Oke')
```

```
['Cheddar', 'Stilton', 'Cornish Yarg', 'Devon Blue']
```

- **Raises an exception if the item is not found**
 - Exceptions will be handled later...

```
cheese.remove('Brie')
```

```
Traceback (most recent call last):  
  File "...", line 57, in <module>  
    cheese.remove('Brie')  
ValueError: list.remove(x): x not in list
```

Sorting

- **sorted built-in and sort method**
 - sorted can sort any *sequence*
 - sorted returns a sorted list - regardless of the original type
 - sort sorts a list in-place
 - **Both have the following optional named parameters**
 - key=sort_key Function which takes a single argument
 - reverse=True Default is False

```
cheese = ['Cornish Yarg', 'Cheddar', 'Stilton']  
cheese.sort(key=len)  
print cheese
```

['cheddar', 'stilton', 'Cornish Yarg']

```
nums = ['1001', '34', '3', '77', '42', '9', '87']  
newnums = sorted(nums, reverse=True)  
revnums = sorted(nums, key=int, reverse=True)
```

['9', '87', '77', '42', '34', '3', '1001']
['1001', '87', '77', '42', '34', '9', '3']

Miscellaneous list methods

- **Count**

`list.count('value')` Return the number of occurrences of 'value'

- **Index**

`list.index('value')` Return index position of leftmost 'value'

- **Reverse**

`list.reverse()` Reverse a list in place

```
cheese = ['Cheddar', 'Cheshire', 'Stilton', 'Cheshire']  
print cheese.count('Cheshire')  
print cheese.index('Cheshire')  
cheese.reverse()  
print cheese
```

```
2  
1  
['Cheshire', 'Stilton', 'Cheshire', 'Cheddar']
```

List methods

<i>list.append(item)</i>	Append <i>item</i> to the end of <i>list</i>
<i>list.count(item)</i>	Return number of occurrences of <i>item</i>
<i>list.extend(items)</i>	Append <i>items</i> to the end of <i>list</i> (as +=)
<i>list.index(item, start, end)</i>	Return the position of <i>item</i> in the <i>list</i>
<i>list.insert(position, item)</i>	Insert <i>item</i> at <i>position</i> in <i>list</i>
<i>list.pop()</i>	Remove and return last item in <i>list</i>
<i>list.pop(position)</i>	Remove and return item at <i>position</i> in <i>list</i>
<i>list.remove(item)</i>	Remove the first <i>item</i> from the <i>list</i>
<i>list.reverse()</i>	Reverse the <i>list</i> in-place
<i>list.sort(...)</i>	Sort the <i>list</i> in-place - arguments are the same as <code>sorted()</code>

Sets

- A set is an *unordered* container of object references
 - New with Python 2.4
 - Set items are unique
- Created using the set function
 - Add to a set using the add method, remove using remove

```
setA = set('John')  
setB = set('Jane')  
print setA, setB  
  
setA.add('y')  
setB.remove('e')  
print setA, setB
```

```
set(['h', 'J', 'o', 'n']) set(['a', 'J', 'e', 'n'])  
set(['y', 'h', 'J', 'o', 'n']) set(['a', 'J', 'n'])
```

- Here we show a set of characters, but any type may be used

Exploiting sets

- **How do I remove duplicates from a list?**
 - But we lose the original order

```
cheese = ['Cheddar', 'Stilton', 'Cornish Yarg',  
         'Oke', 'Stilton', 'Cheshire']  
cheese = list(set(cheese))
```

`list()` is required, otherwise 'cheese' would now refer to a set

```
['Cornish Yarg', 'Cheshire', 'Cheddar', 'Stilton', 'Oke']
```

- **How do I remove several items from a list?**

```
cheese = ['Cheddar', 'Stilton', 'Cornish Yarg',  
         'Oke', 'Stilton', 'Cheshire']  
cheese = list(set(cheese) - set(['Stilton', 'Oke']))
```

```
['Cornish Yarg', 'Cheshire', 'Cheddar']
```

Set operators

- Includes set operators
 - Can use a method call instead

```
setA = set('John')  
setB = set('Jane')
```

Operator	Method	Returns a new set containing
&	<code>setA.intersection(setB)</code>	Each item that is in both sets
	<code>setA.union(setB)</code>	All items in both sets
-	<code>setA.difference(setB)</code>	Items in setA not in setB
^	<code>setA.symmetric_difference(setB)</code>	Items that occur in one set only

```
print setA & setB  
print setA | setB  
print setA - setB  
print setA ^ setB
```

```
set(['J', 'n'])  
set(['a', 'e', 'h', 'J', 'o', 'n'])  
set(['h', 'o'])  
set(['a', 'e', 'h', 'o'])
```

Python dictionaries introduced

- **A Dictionary object is an unordered collection of objects**

- **Constructed from { }**

varname = {key1:object1, key2:object2, key3:object3, ...}

- **Accessed by key**

- A key is a text string, or anything that yields a text string

varname[key] = object

```
mydict = {'Australia':'Canberra', 'Eire' : 'Dublin',  
          'France'   : 'Paris',   'Finland':'Helsinki',  
          'UK'       : 'London',  'US'     : 'Washington'}  
print mydict['UK']  
  
country = 'Iceland'  
mydict[country] = 'Reykjavik'
```

London


Dictionary values

- **Objects stored can be of any type**
 - Lists, tuples, other dictionaries, etc...
 - Can be accessed using multiple indexes or keys in []

```
mydict = {'UK':['London','Wigan','Macclesfield','Bolton'],  
          'US':['Miami','Springfield','New York','Boston']}  
print mydict['UK'][2]
```

```
homer = 1  
print mydict['US'][homer]
```

```
mydict['FR'] = ['Paris', 'Lyon', 'Bordeaux', 'Toulouse']  
for country in mydict.keys():  
    print country, ': ', mydict[country]
```



```
FR : ['Paris', 'Lyon', 'Bordeaux', 'Toulouse']  
US : ['Miami', 'Springfield', 'New York', 'Boston']  
UK : ['London', 'Wigan', 'Macclesfield', 'Bolton']
```

Removing items from a dictionary

- **To remove a single key/value pair:**
 - `del dict[key]`
 - Raises a `KeyError` exception if the key does not exist
 - `dict.pop(key[, default])`
 - Returns *default* if the key does not exist

```
>>> fred={}
>>> del fred['dob']
Traceback (most recent call last):
  File "<pyshell#11>", line 1, in <module>
    del fred['dob']
KeyError: 'dob'
>>> fred.pop('dob', False)
False
```

- **Also:**
 - `dict.popitem()` removes the next key/value pair (used in iteration)
 - `dict.clear()` removes all key/value pairs from the dictionary

Dictionary methods

<code>dict.clear()</code>	Remove all items from <i>dict</i>
<code>dict.copy()</code>	Return a copy of <i>dict</i>
<code>dict.fromkeys(seq[,value])</code>	Create a new dictionary from <i>seq</i>
<code>dict.get(key[,default])</code>	Return the value for <i>key</i> , or <i>default</i> if it does not exist
<code>dict.has_key(key)</code>	True if <i>key</i> exists (<i>obsolete</i>)
<code>dict.items()</code>	Return a list of the key-value pairs
<code>dict.keys()</code>	Return a list of the keys
<code>dict.pop(key[,default])</code>	Remove and return <i>key</i> 's value, else return <i>default</i>
<code>dict.popitem()</code>	Remove the next item from the dictionary
<code>dict.setdefault(key[,default])</code>	Add <i>key</i> if it does not already exist
<code>dict.update(dictionary)</code>	Merge another dictionary into <i>dict</i> .
<code>dict.values()</code>	Return a list of the values

Summary

- **A Python variable is a reference to an object**
- **Python variable names are case-sensitive**
 - Watch out for leading underscores
- **Variables are accessed using operators and methods**
 - `dir(object)` lists the methods available
- **Lists are like arrays in other languages**
- **Tuples are "immutable"**
 - But can contain variables
- **Dictionaries store objects accessed by key**
 - Keys are unique
 - Not ordered



Python conditionals

- **Conditional membership is by *indentation***

- **Designed for readability**

- **Syntax:**

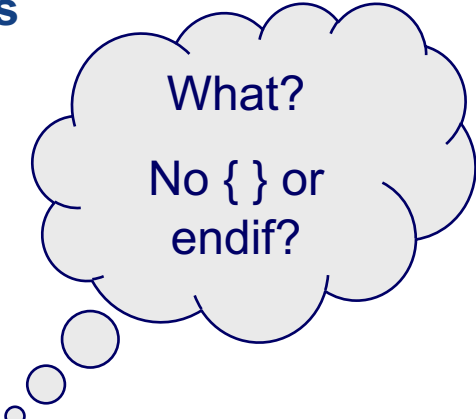
```
if condition:
    statements
elif condition:
    statements
else:
    statements
```

- **Boolean operators are overloaded by type**

- **No need for different text or numeric operators**

```
if mylist == mytuple:
    print "Same!"

if 'eggs' in mylist:
    print "Thar be eggs!"
```



What?
No {} or
endif?

What is truth?

- Built-in function `bool()` casts any object to a Boolean
 - False : 0, None, empty string, tuple, list, dictionary, set
 - True : everything else
 - Variables True and False are defined
- Use double equal signs (`==`) to compare values
 - Overloaded for built-in types
 - Use `is` to compare identities of two objects
- Sequence types and dictionaries also support `in`
 - Tests membership of the container

```
lang = ['Perl', 'Python', 'PHP', 'Ruby']  
if 'Python' in lang:  
    print "Python is there"
```

`in` was
introduced
at 2.6

Boolean and logical operators

Boolean operators

<	value less than	<i>expression < expression</i>
<=	value less than or equal	<i>expression <= expression</i>
>	value greater than	<i>expression > expression</i>
>=	value greater than or equal	<i>expression >= expression</i>
==	value equality	<i>expression == expression</i>
!=	value inequality	<i>expression != expression</i>
is	object identity is the same	<i>object is object</i>

Python 2 also has <> for value inequality

Logical operators

not	logical NOT	<i>not expression</i>
and	logical AND	<i>expression and expression</i>
or	logical OR	<i>expression or expression</i>

Chained comparisons

- **Useful for testing a range of values**

```
if 0 < number < 42 < distance:  
    print "number and distance are within range"  
else:  
    print "number and distance are out of range"
```

- **Same as:**

```
if 0 < number and number < 42 and 42 < distance:  
    print "number and distance are within range"  
else:  
    print "number and distance are out of range"
```

- **Can be combined**

```
if 0 < number < 42 and distance != 20:  
    ...
```

Sequence and collection tests

- An empty string, tuple, list, dictionary, set returns False

```
mylist = [0,1,2,3]
if mylist:
    print "mylist is True"
```

```
mylist is True
```

- Sequences also support built-in `all` and `any`
 - `all` returns True if all items in the sequence are true
 - `any` returns True if *any* of the items in the sequence are true

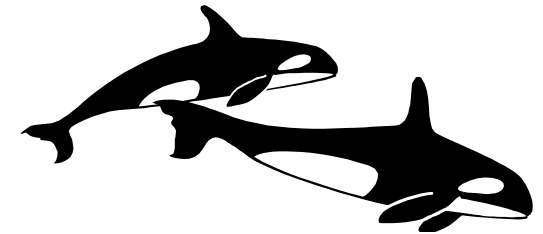
```
mylist = [0,1,2,3]
if not all(mylist):
    print "mylist: not all are True"

if any(mylist):
    print "mylist: at least one item is True"
```

```
mylist: not all are True
mylist: at least one item is True
```

While loops

- **Loop while a condition is true**
 - Python only supports entry condition loops
 - There is no *do...while* loop



`while condition:`
 loop body

- **With all conditionals, membership is by *indentation***

```
line = ""

while line != 'done':
    line = raw_input('Type "done" to complete: ')
    print '<',line,>'
```

Loop control statements

- **Loop control statements**

- **continue** perform next iteration
- **break** exit the loop at once
- **pass** Empty placeholder (no-op)

- **The else: clause**

- Indicates code to be executed when the while condition is false, or when the for list expires
 - Including when the loop condition is false on entry

```
i = 1; j = 120
while i < 42:
    i = i * 2
    if i > j: break
else:
    print("Loop expired: ",i)
print("Final value: ",i)
```

The else clause is not executed if the loop exits using a break

```
Loop expired: 64
Final value: 64
```

For loops

- Iterate through sequence
 - Often a list or tuple
 - Loop variable holds a copy of each element in turn
- As with conditionals, membership is by *indentation*

`for variable in object:`
 loop body

```
import sys
for arg in sys.argv :
    print "Cmd line argument:",arg
```

```
C:\Python>for.py Monday Tuesday wednesday
Cmd line argument: C:\Python\for.py
Cmd line argument: Monday
Cmd line argument: Tuesday
Cmd line argument: wednesday
```

enumerate


- **Use in loops over any sequence**
 - Returns a two-item tuple which contains a count and the item at that position in the sequence

```
for i,arg in enumerate(sys.argv):  
    print 'index:',i,'argument:',arg
```

- **... or other object type which supports iteration**
 - For example, open will open a file and return an iterator
 - enumerate also takes an optional *start* parameter

```
for nr,line in enumerate(open('brian.txt'), start=1) :  
    print nr,line,
```

line numbers
start from 1,
sequences
start at 0



```
1 Some things in life are bad  
2 They can really make you mad  
3 Other things just make you swear and curse.
```


Counting 'for' loops

- Can use the `xrange()` builtin

```
xrange([start], stop[, step])
```

```
for i in xrange(0, len(some_list)):  
    if some_list[i] > 42: some_list[i] += 1
```

- But this maintains its own iterator

```
for i in xrange(0, len(some_list)):  
    print some_list[i]
```



- Use a system generated one instead

```
for num in some_list:  
    print num
```

- But an index is needed to alter the sequence...

```
for i, num in enumerate(some_list):  
    if num > 42: some_list[i] += 1
```



Zippping through multiple lists

- The zip builtin returns a list of tuples
 - Can consume a lot of memory
 - Useful for stepping through parallel lists

```
farms      = ['Home Farm', 'Muckworthy',  
              'Scales End', 'Brown Rig']  
squirrels = [42, 12, 2, 0]  
rabbits    = [395, 68, 57, 32]  
moles      = [12, 8, 0, 29]  
  
for (f, s, r, m) in zip(farms, squirrels, rabbits, moles):  
    print 'Total for',f,':',s + r + m
```

*A squirrel is a truncated squirrel

```
Total for Home Farm : 449  
Total for Muckworthy : 88  
Total for Scales End : 59  
Total for Brown Rig : 61
```

Conditional expressions

- **Shorthand for conditionals**

- **Added at Python 2.5**

expr1 if boolean else expr2

```
i = 42
j = 3
print "i gt j" if i > j else "i lt j"
```

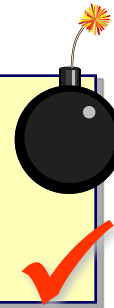
```
if i > j:
    print "i gt j"
else:
    print "i lt j"
```

- **No : and elif not allowed**

```
-1 if a < b else (+1 if a > b else 0)
```

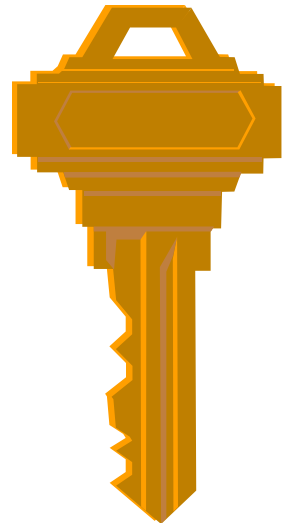
- **Beware of precedence**

```
a = 54
answer = a + 5 if a < 42 else 0
answer = a + (5 if a < 42 else 0)
```



Summary

- **Python has the usual Boolean and logical operators**
 - **Be careful of types**
- **Basic flow control statements :**
 - if** *condition*:
 indented statements
 - while** *condition*:
 indented statements
 - for** *target in object*:
 indented statements
- **Terminate a process using `exit`**



Functions

```
def fn(x,y):
```

```
    return x+y
```

```
res=fn(10,20)
```

```
def add100(x,y=0,z=0):
```

```
    return 100 + x + y + z
```

Python Strings

- **Python does not do interpolation**
 - Single and double quotes have the same effect

```
print 'hello\nworld'
```

⇔

```
print "hello\nworld"
```

- Use " when you have embedded ', and vice versa
- **With embedded quotes or new-lines, use triple quotes**

```
>>> html = """
<tr>
    <td><font color="#690000"><b>Username :</b></font></td>
    <td><input type='textbox' name='username'></td>
</tr>
"""
```

```
'\n<tr>\n\t<td><font color="#690000"><b>Username :</b></font></td>\n
\t<td><input type=\'textbox\' name=\'username\'></td>\n</tr>\n'
```

wrapped around

String methods

- The `string` module is now mostly replaced by methods
- Some useful string functions and methods

String to a number	<code>int</code>	<code>int("42")</code>
Object to a string	<code>str</code>	<code>str(42)</code>
Object to a string	<code>repr</code>	<code>repr(obj)</code> - see notes
Number of characters	<code>len</code>	<code>len(name)</code>
Convert to lower case	<code>lower</code>	<code>str.lower()</code>
Replace a sub-string	<code>replace</code>	<code>str.replace('old', 'new')</code>
Remove trailing chars	<code>rstrip</code>	<code>str.rstrip()</code>
Search for a sub-string (returns the offset)	<code>find</code>	<code>str.find('cheese')</code>

- **Overloaded `*` operator**

```
>>> 'Spam ' * 4
```

```
'Spam Spam Spam Spam '
```

Mandatory Monty Python reference

String tests

- Remember the **in** operator

```
if substr in string:
```

- Testing a string type can often be done with a method
 - Regular Expressions can also be used, but can be slow

count
endswith
isalnum
isalpha
isdigit
islower
isspace
istitle
isupper
startswith

```
txt = 'hello world'
print txt.count('o')
if txt.startswith('hell'):
    print "It's hell in there"
if txt.isalpha():
    print 'string is all alpha'
txt = ' \t\r\n'
if txt.isspace():
    print 'string is whitespace'
```

```
2
It's hell in there
string is whitespace
```


String formatting

- The **%** operator is overloaded for strings
 - Like `sprintf` in some other languages

format_string % (argument_list)

- ***format_string***
 - contains text and format specifiers, prefixed %
 - describe format of the plugged-in value
- ***argument_list***
 - contains text or variables to be plugged-in
- **Format specifiers**

%s	string	%o	octal
%c	character	%x	lowercase hex
%d	decimal	%X	uppercase hex
%i	integer	%%	literal %
%u	unsigned int		
%e, %E, %f, %g, %G - alternative floating point formats			

String formatting example

- **Common conversion specifiers:**
 - **%d** Treats the argument as an integer number
 - **%s** Treats the argument as a string
 - **%f** Treats the argument as a float (and rounds)

```
planets = {'Mercury' : 57.91,  
          'Venus'   : 108.2,  
          'Earth'   : 149.597870,  
          'Mars'    : 227.94}
```

```
for i,key in enumerate(planets.keys(),1):  
    print "%2d %-10s %06.2f Gm" % (i,key,planets[key])
```

1	Earth	149.60	Gm
2	Mercury	057.91	Gm
3	Mars	227.94	Gm
4	Venus	108.20	Gm

Other string formatting aids

- **Often more efficient, very often easier**
 - `string.capitalize()`
 - `string.lower()/string.upper()`
 - `string.center()`
 - `string.ljust()`
 - `string.rjust()`
 - `string.zfill()`

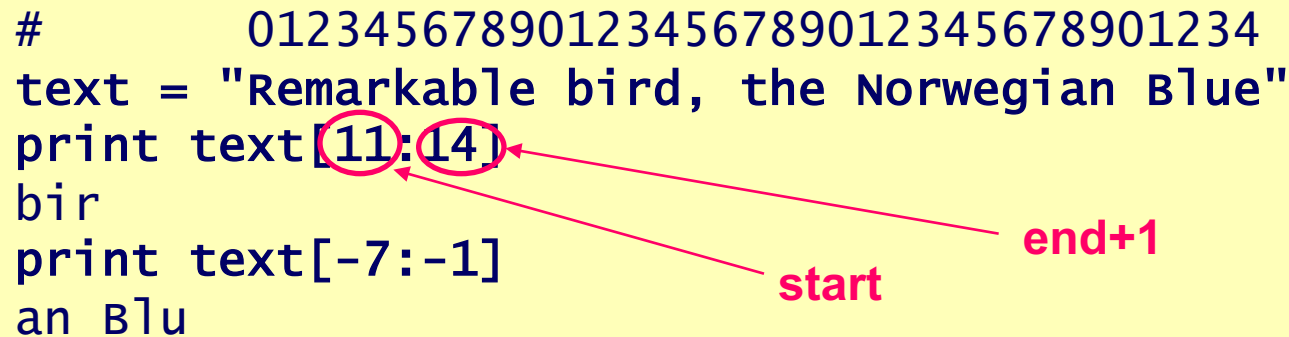
```
str = 'hello'
print str.capitalize()
print str.upper()
print '<'+str.center(12)+'>'
print '<'+str.ljust(12)+'>'
print '<'+str.rjust(12)+'>'
print '<'+str.zfill(12)+'>'
```

```
Hello
HELLO
<  hello  >
<hello    >
<          hello>
<0000000hello>
```

Slicing a string

- A Python string is an immutable sequence type
 - Slicing is the same for all sequence types
- Slice by start and end *position*
 - Counting from zero on lhs, from -1 on rhs

```
#      01234567890123456789012345678901234
text = "Remarkable bird, the Norwegian Blue"
print text[11:14]
bir
print text[-7:-1]
an Blu
```



- Start and end positions may be defaulted

```
print(text[:14])
Remarkable bir
print(text[-7:])
an Blue
```

String methods - split and join

- **String to a list - split**

- `string.split([separator[, max_splits]])`
 - If *separator* is omitted, split on one or more white-space
 - If *max_splits* is omitted, split the whole string
 - `string.splitlines()` is useful on lines from files

- **Sequence to a string - join**

- `separator.join(sequence)`

```
line = 'root::0:0:superuser:/root:/bin/sh'  
elems = line.split(':')
```

```
elems[0] = 'avatar'  
elems[4] = 'The super-user (zero)'  
line = ':'.join(elems)  
print line
```

```
avatar::0:0:The super-user (zero):/root:/bin/sh
```

Python operators

or	logical OR
and	logical AND
not	logical NOT
< <= > >=	comparison operators
== !=	equality operators
is	object identity test
in	object membership test
 ^	binary OR, XOR
&	binary AND
<< >>	binary shift
- +	subtract, add
* / // %	multiply, divide, integer-divide, modulo
~ **	complement, exponentiation

Python reserved words

- The following are illegal as variable or function names in Python

and	as*	assert	break	class	continue
def	del	elif	else	except	exec~
finally	for	from	global	if	import
in	is	lambda	not	or	pass
print^	raise	return	try	while	with*
yield					

* version 2.6 and later

~ not in version 3.0

Summary

- **Python variables are not embedded inside quotes**
 - But characters like `\r\n\t` can be
 - No difference between `'` and `"`
 - Use three quotes for multi-line text
- **Several methods available on a string**
 - Many for conversions
- **Formatting uses the `%` operator**
- **Strings can be sliced[start:end+1]**
 - As can other sequences
- **Split a string with `split`, join items in a list with `join`**

