

Reserve Words

Comparison / Conjunction

True, == (is same as), **False, none** (i.e., null), **and, not, or, in** list/tuple/string/dictionary/set; **is or is not ==** comparison ↪ 'True' or 'False'

Definition

class create class: class ClassName: see below
def create function: def FName(args):
del deletes variables, data containers, items in iterables: del mylist[x]
ITERABLE: a data container with changeable items

Module Management

import connects module, ex: import math
from get a single module function: from math import cos; print(cos(9)) *no module preface
as creates an alias for a function

Miscellaneous

pass (placeholder – no action)
with wrapper ensures **_exit_** method

Functions

def, return(obj), yield, next
def creates; inside functions **yield** is like **return** but returns a generator whose sequential results are triggered by **next**;
global x declares global var in function
non local a variable inside a nested function is good in the outer function
lambda unnamed inline function, no return needed

```
a = lambda x: x*2
for z in range(1,6):
    print(a(z))
```

Error Management

raise forces a ZeroDivisionError
try except else finally assert used in error handling blocks
try: code with error potential
except: do this if you get the error
else: otherwise do this code
finally: do this either way
assert: condition=False raises AssertionError

Looping

while (some statement is true):
for expression:
 alist=['Be', 'my', 'love']
 for wordnum in range(0, len(alist)):
 print(wordnum, alist[wordnum])
range (start, stop, [step])
 See data container functions
break ends the smallest loop it is in;
continue ends current loop iteration

Decision Making

if elif else
 def if_example(MyInt):
 if MyInt == 1:
 print('One')
 elif MyInt == 2:
 print('Two')
 else:

The ternary if Statement
 An inline if that works in formulas:
 myval = (high if (high > low) else low) * 3

Multi-line Statements \

Not needed within [], {}, or ()

Multiple Statements on a Line ; not with statements starting blocks like **if**

Functions not covered here:

vars(), dir(), super(), globals(), memoryview(), setattr(), bytearray(), classmethod(), locals(), __import__(), object(), hasattr(), isinstance(), compile(), hash(), complex(), bytes(), exec(), delattr(), property(), getattr(), staticmethod()

for some of those not covered here see:

www.wikipython.com

Major Built-In Functions

String Handling (↪=converts/returns)
str(object) ↪ string value of object
repr(object) ↪ printable representation string
ascii(str) ↪ like repr but escape non-ascii
eval(expression) ↪ value after evaluation
chr(i) ↪ character of Unicode [chr(97) = 'a']
ord(str) ↪ value of Unicode character
input(prompt) ↪ user input as a string
len(—) ↪ length of str, items in list/dict/tuple
slice selection **[[start[:]] [[:stop] [:step]]** ↪ a new string object created by the selection
str.join('string separator', [string list])
format(value [,format_spec]) ↪ value in a formatted string—**extensive and complex** – 2 syntactical structures (1) simple format only:
format(number/string, 'format string') (2) format and/or substitution: **'{:order or format string}'.format(objects);**
 format string attributes/required order:

[[fill] align] [sign] [#-alt form] [0 forced pad] [width] [,] [.precision] [type]

Key types: 'f'/'F' fixed point, default=6; 'g'/'G' general; 'e'/'E' exponential; % percent; 'c' Unicode char; ex: format(number, '0'+20+'.3f')
 ↪ +000,000,012,345.679
 Substitution using format():
 "{variable to output} | {numeric format}..."**.format**
 ('string' or numeric values...)
 '{0[x]}' selects the xth value in a tuple which **format** specifies: ex: print('{0[x]}.format(mytuple)) Also:
 format dates with help of datetime module. SEE WWW.WIKIPYTHON.COM → TB4: Output format()

Number Handling

abs(x) ↪ absolute value of x
bin(x) ↪ integer to binary bin(5)= '0b101' (one 4, no 2's, one 1) bin(7)[2:] = '111'
divmod(x,y) takes two (non complex) numbers as arguments, ↪ a pair of numbers - quotient and remainder using integer division.
float(x) ↪ a floating point number from an integer or string A=1.1; print(float(A)*2) ↪ 2.2
hex(x) ↪ integer to hex string hex(65536) ↪ 0x10000 or hex(x)[2:]='10000' also **oct(x)** ↪ int to octal
int(x) ↪ integer from a decimal, string, hex
pow(x,y [,z]) ↪ x to y, if z is present returns x to y, modulo z pow(2,7)=128, pow(2,7,3)=2
round(number [,digits]) ↪ floating point number rounded to digits; Without digits it returns the nearest integer. Round(3.14159,4)=3.1416

Miscellaneous Functions

bool(x) ↪ true/false, ↪ false if x is omitted
callable(object) ↪ true if object is callable
help(object) invokes built-in help system, (for interactive use)
id(object) ↪ unique object integer identifier
print(*objects, sep=' ', end='\n', file=sys.stdout, flush=False) prints objects separated by sep, followed by end;
File open (and methods)
 wholeFilePath = "C:\\file\\test\\mytest.txt"
 fObj=open(file[, mode], buffering) basic modes: r, r+, w, wt, a ↪ helpful object methods:
.read(size), .readline(), .readlines(), .write(string), .close(), .splitlines([keepends]), list(openfile)
 with open("C:\\Python351\\Jack.txt", "r+") as sprattfile:
 sprattlist=sprattfile.read().splitlines() *-<- removes '\n'
 print(sprattlist)
 ↪ ['Jack Spratt', 'could eat ', 'no fat.', 'His Wife', 'could eat', 'no lean.']*The WITH structure auto closes the file.

Operators

Math: = (= can also value swap; a, b = b, a), +, -, *, /, // (floor or truncated division - no remainder), ** (exponent), % (mod or modulo returns the remainder) x = 8%3; print(x) ↪ 2
Boolean/Logical: and, or, not not(a [and/or] b)
Comparison: == (same as), <, <=, >, >=, is, is not, != (is not equal); operators can be chained
Membership: in, not in
Identity: is/is not checks for same object
Bitwise: & (and), | (or), ^ (xor 1 not both), ~ flips last bit
 << (shift left), >> (shift right) >>> bin(0b0101 <<1) ↪ '0b1010'
Assignment: (execute & assign) =, //=, -=, +=, *=, /=, **=, %=
Sequence Variable Opers (for strings) + is concatenation (strx + stry), * is repetition (strx*3)=strx+strx+strx; s[i] single slice, s[i:j:k] range slice from, to, step -> starts at 0, end - count from 1; ie 1 more than qty needed ⊗
 r'str' raw string/byte obj suppresses ESC chrs

Escape Characters

Nonprintable characters represented with backslash notation: r ignores esc chars;
 \n Newline, \b Backspace, \s Space, \cx or \C-x Control-x, \e Escape, \f Formfeed, \t Tab, \v Vertical tab, \x Character x, \r Carriage return, \xnn Hexadecimal notation, n is in the range 0-9, a-f, or A-F; many more

Helpful String Methods

.find(sub[, start[, end]])
 ↪ First char BEFORE sub is found or -1 if not found ex: print('Python'.find("th")) ↪ 2
.rfind(sub[, start[, end]])
 ↪ the **highest index** in the string where substring sub is found, contained within slice [start:end]. Return -1 on failure.
.capitalize() ↪ first character cap'ed
.lower() ↪ a copy of the string with all text converted to lowercase; **.upper()**
.center(width[, fillchar])
 string is centered in an area given by width using fill character 'fillchar'
.ljust(width[, fillchar]) or **.rjust()**
.count(sub[, start[, end]])
 number of substrings in a string
 Attributes: **isalnum, isalpha, isdecimal, isdigit, isidentifier, islower, isnumeric, isprintable, isspace, istitle, isupper** - may be null, ↪ true if all char meet condition and variable is at least one char in length
.replace(old, new[, count])
 ↪ a copy of the string with substring old replaced by new. If opt argument count is given, only first count are replaced.
.strip([chars]) ↪ a copy of the string with the leading and trailing characters removed. The chars argument is a string specifying the set of characters to be removed. If omitted or None, the chars argument removes whitespace.
 Also **lstrip / rstrip**
.split() - returns list of words extracted by an intervening space.
str.join(iterable) - concatenates strings in iterable; str is the separator
Others include: casefold, join, encode, endswith, expandtabs, **format**, format_map, index, partition, maketrans, rindex, rpartition, rsplit, splitlines (keepends), title, startswith, swapcase, translate, upper, zfill

Data Containers Methods / Operations

In notes below: (l)/k-> an index; x->value or object; L/T/D/ S-> an instance of a list, tuple, dictionary, or set.

LISTS: create: `L=[x,x,...]`; `L=[]`; `.insert(i,x)`; `.append(x)`; `.extend(x,x,...)`; `.remove(x)`; `del L`; `.pop()`; `.pop(i)`; `L[i]=x` replace; `L[i:j]=[x,x,...]` replace multi-items; `index# = L.index(x[, at or after index i [, before index j]])` retrieve index number of first value of x; `V=iter(L)` creates iteration generator; `next(V,default)` to step thru iteration; `len(L)`; `.count(x)`; `.max(L)`; `.min(L)`; if v in L determine membership; `.copy()`; `.sort(key=None, reverse=False)`; `.reverse`; `.clear`; `L=list(tuple)`

List Comprehensions

Make a new list with item exclusions and modifications from an existing list: brackets around the expression, followed by 0 to many for or if clauses; clauses can be nested

`NewList = [[modified]item for item in OldList if some-conditional-item-attribute of (item)]` or if modifying x only, ex: `up1list = [x+1 for x in ylist]`

TUPLES: create `=(x,[x],(x),...)` objects can include lists and other tuples; *parens not required; `+=` add items; `+=(x,)` add single item; `tuple[i:j]` starts in 0, end j-1; `x,x,...=T[i:j]` retrieve values; `i=T.index(x[,at or after index i [,before index j]])`; for int in T; `v=iter(T)` creates iteration generator; `next(v)` next iteration; `len(T)`; `.count(x)`; `.max(T)`; `.min(T)`; `x in T`; `T[::-1]`; `sorted(T, reverse=False)`; `T=()` clears values; `del T`; `T=tuple(somelist)` creates a tuple from a list

DICTIONARIES: create: `D={k:v, k:v,...}`; `D=dict.fromkeys(keys/list[,values])`; `D.update(D2)` adds D2 to D; `D[k]` returns v mapped to k; `del D[k]` deletes key and item; `D.pop(k[,default])`; `D.popitem()`; `D.items()` key and value; `D.keys()`; `D.values()`; `D.get(k[,x])` like `D[k]` but `D.get(k,x)` x if no k; `v=iter(D)` creates iteration variable; `next(v)` step thru iterations; `len(D)`; `v in D`; `v not in D`; `D.has_key(v)`; `D.copy()`; `D.clear()`; `del D`; `D.setdefault(k[,default])` if k is in the dictionary return the key value, if not, insert it with default value and return default

SETS: no duplicates create: `S=set()` empty; `S={x,x,x}`; `S=set(L)` use list as set items;; `S="string"` unique letters; `.union(S2)`; `.update(S2)`; `.intersection(S2)`; `.add(x)`; `.difference(S2)`; `.remove(x)` gives `KeyError` if not present; `.discard(x)`; `.pop()`; `.copy()`; `.isdisjoint(S2)` true if no common items; `.issubset(S2)` or `S<=S2` contained by; `S<S2` true if both `S<=S2` and `S!=S2` (is not equal); `.issuperset(S2)` or `S>=S2`; `S>S2`; `v=iter(S)` create iteration variable; `next(v)`; `len(S)`; `S in`; `S not in`; `.clear()` all elements; `del S`

comments and suggestions appreciated:
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Data Container Functions

`all(iterable)` TRUE if all elements are true
`any(iterable)` TRUE if any element is true
both all and any are FALSE if empty
`enumerate(iterable, start = 0)` list

`alist = ['x','y','z']`
`print(list(enumerate(alist)))`
`[[0,'x'], (1,'y'), (2,'z')]`

`type(iterable)`

↳ a datatype of any object

`max(type)` `min(type)`

`sum(iterable [, start])` must be all numeric, if a=[8,7,9] then `sum(a)` returns 24

`sorted(iterable [,key=],[,reversed])`

`reversed` is Boolean with default False; strings without key sorted alphabetically, numbers high to low; key examples: `print(sorted(strs, key=len))` sorts by length of each str value; ex: `key= str.lower`, or `key = lambda tupsort: tupitem[1]`

`reverse()` reverses in place; `mylist.reverse()`

`reversed()` reverses access order—list or tuple

`alist=["Amy","Bo","Cy"]`
`alist.reverse()`
for i in alist:
 `print(i)`
for i in reversed(alist):
 `print(i)`

Cy
Bo
Amy
Amy
Bo
Bo
Cy

word = "Python"
iterword = iter(word)
newword = ""
for i in reversed(word):
 newword += i
print (word, newword)

`range (stop) or (start, stop [,step])`

`alist=["Amy","Bo","Cy"]`
for i in range (0,len(alist)):
 `print(i, alist[i])` #note slice

0 Amy
1 Bo
2 Cy

`iter` and `next(iterator [,default])` Create iterator then fetch next item from iterator. Default returned if iterator exhausted, otherwise `StopIteration` raised.

`alist=["Amy","Bo","Cy"]`; `IterNum = iter(alist)`
`print(next(IterNum, "listend"))`
`print(next(IterNum, "listend"))`
`print(next(IterNum, "listend"))`
`print(next(IterNum, "listend"))`

Amy
Bo
Cy
listend

`map(function,iterable)` can take multiple iterables but function must take just as many

`alist=[5,9,13,24]`
`x = lambda z: (z**2 if z**2 < 150 else 0)`
`itermap = map(x,alist)`
for i in alist:
 `print(next(itermap))`

`zip` an iterator that merges iterables left to right
`filter(function, iterable)` iterator for element of iterable for which function is True.

`getattr(object, 'name' [, default])`
`setattr(object, 'name', value)`

***args and *kwargs:** used to pass an unknown number of arguments to a function. `*args` is a list; `*kwargs` is a keyword->value pair where keyword is not an expression

`def testargs(a1, *argv):`
 `print('arg#1: ',a1)`
 for ax in range(0,len(argv)):
 `print ("arg#" + str(ax+2) + " is " + argv[ax])`
 `testargs('B','C','T','A')`
`def testkwargs(arg1, **kwargs):`
 `print("formal arg:", arg1)`
 for key in kwargs:
 `print ((key, kwargs[key]))`
`testkwargs(arg1=1, arg2="two", dog='cat')`

arg#1: B
arg#2 is C
arg#3 is T
arg#4 is A

formal arg: 1
('dog', 'cat')
('arg2', 'two')

CLASS: (Your very own complex data object blueprint.)

DESIGN:

`class YourClassName (inheritance, most commonly: object):`

`def __init__(self, mandatory variables,...):`
 `self.accessname = mandatory variable1 ...repeat as necessary`
add other functions: `def getAttribute1(self):`
 `return self.accessname`

MyInstanceName is the variable for self

CREATE AN INSTANCE:

`MyInstanceName = ClassName(mandatory variables values)`

ACCESS YOUR INSTANCE DATA: ex: calling a get value function
`print(MyInstanceName.getAttribute1())`

re-Regular Expressions module

A language in itself. It supports pattern matching on (1) a module level - for 1 time use and (2) compiled expressions. To compile an expression set a variable like `patrn = re.compile (pattern)` then use it to search or match. `patrn` can be split over several lines. `Match` searches from first character only. Also you can use: `findall()` and `finditer()`. `import re` #if not found 'None'; attris error `teststring = "Taking Math 101 is fun!"` `mypat = re.compile(r'd+', flags=0)` see below `myso = mypat.search(teststring)` `print (myso)` `print ('group()', myso.group())` 101 `print ('start()', myso.start())` 12 `print ('end()', myso.end())` 15 `print ('span()', myso.span())` (12,15) ...or don't compile it...

`print(re.search(r'd', teststring).start())`

Special characters . ^ \$ * + ? { } [] \ | ()

Use Python r (raw) to process \ commands
`r'(pattern)'` matches literally: . any except newline \d decimal digit \D non-decimal \w any alphanumeric \W non-alphanumeric \s any white space chr \S non-whitespace * 0 or more + 1 or more ? 0 or 1 X{n} exactly n 'X' chars X{m,n} between m & n X's \$ end of str | OR: a|b matches a OR b (...) whatever re is in the parens (?abdcdf) one or more letters in parens (?=...) a look ahead assertion, "only if" (?!=...) negated look-ahead assertion, "not if" \A match only at start of string \Z match only end of string \b empty string at the start/end of a word [] contains a set of chars to match: [^] a range - [a-c] matches a,b or c special chars lose meaning inside [], ^ as 1st char starts complimentary match

Flags: DOTALL any char, A escapes match ASCII, IGNORECASE, MULTILINE affecting ^\$, VERBOSE About Backslashes: use the \ character to indicate special forms or allow a character's use without invoking its special meaning—be aware this conflicts with Python's usage of the same character in string literals. To test for true result, use bool operator: if bool(re.search(r'd', teststr))=True:

Useful Module/Functions

Python Standard Library Module
<https://docs.python.org/3.5/library/math> like Excel math functions `ceil(x)` `fsum(iterable)`, `sqrt(x)`, `log(x[,base])`, `pi`, `e`, `factorial(x)` `random seed([x])`, `choice(seq)`, `randint(a, b)`, `randrange(start, stop [, step])`, `random(x)` - floating point [0.0 to 1.0] **sys** `stdin` standard input, `stdout` std output, `exit(error msg)` **datetime** `date.today()`, `datetime.now()`, **time** `asctime(t)`, `clock()`, `sleep (secs)`

calendar—a world of date options

>>> `c = calendar.TextCalendar (calendar.SUNDAY)`

>>> `c.pmonth(2016, 9)`

```
September 2016
Su Mo Tu We Th Fr Sa
1 2 3
4 5 6 7 8 9 10
11 12 13 14 15 16 17
18 19 20 21 22 23 24
25 26 27 28 29 30
```

This only works with a mono-spaced font like Consolas.

tkinter Python's defacto GUI; also see **ttk**; **tix**; see TB4 on **wikipython**; older version was Tkinter (capital T); **os** deep operating system access **array** arrays; **tarfile/zip-file** - file compression; **wave** - interface to wav format; **RPi.GPIO** - control Raspberry Pi pins via Python; **csv** access data: comma separated vals

A note on format: (1) new f string options available in version 3.6 (2) the old string % syntax will eventually be deprecated: `print("$ %.2f buys %d %ss"%(1.2,2,'hot dog'))` try it