

## 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

### 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:

print('Some other')

### 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(), setattr(), property(), getattr(), staticmethod()

for some of those not covered here see:

[www.wikipython.com](http://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 forc-**

**ed 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](http://WWW.WIKIPYTHON.COM) → TB4: Formatting Options

### 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 re-

turns 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, w+, a** ..more helpful object methods:

**.read(size), .readline(), .readlines(),**

**.write(string), .close(), .splitlines**

**([keepends]), list(openfile)**

with open("C:\\Python351\\Jack.txt", "r+") as sprattfile:

sprattfile=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: (i)/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]` *start is 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 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,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`

**FROZEN SET:** *a set immutable after creation*  
`S=frozenset([iterable])`

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*  
**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=strs.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)`

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

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

**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"))`

**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')`

**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 getattr1(self):`  
`return self.accessname`

**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'; attribs 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())` `print('start()', myso.start())` `print('end()', myso.end())` `print('span()', myso.span())`

*...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 (?ab|cdef) 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-c]' 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.prmonth(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