

Data Analytics Track

Python Basics Cheat Sheet

Data Types & Variables

Types

```
type()           # asking for type
type('le wagon') # <class 'str'>
type(42)          # <class 'int'>
type(3.14)        # <class 'float'>
type(True)        # <class 'bool'>
                /False
type(None)        # <class 'NoneType'>
```

Variables Operations

```
x = 5           # assignment
+, -, *, /      # arithmetic operators
//              # floor division
%               # modulus
**              # exponent
```

Booleans Resulting

```
and, or, not, in # logical operators
==, !=           # comparison operators
<, <=, >, >=
```

Strings

```
n = 'Tanguy'
hello = 'Hello' + n # concatenation
pres = f"Name's {n}" # formatting
```

Lists

```
type([1, 2])      # => <class 'list'>
[]               # empty list
name = ['le', 'wagon'] # list assignment
```

CRUD on list

```
name.append(new_val) # create
name[index_n]        # read
name[index_n] = updated_val # update
del(name[index_n])    # delete
```

Slices

```
str, list # not working with dict
seq[i0: i1] # items from i0 to i1 excluded
seq[i0:]    # all items starting from i0
seq[: i1]   # all items up to i1 excluded
seq[:]      # copy of seq
            # index can be negatives
```

Dictionaries

```
type({'n': 'Tanguy'}) # <class 'dict'>
{}                   # empty dict
id = {'age': 26,      # dict assignment
      'n': 'Tanguy'}
```

CRUD on dict

```
id[key] = new_val # create
id[key]      # read
id[key] = updated_val # update
del(id[key])    # delete
```

Loops

Conditional Loop

```
while condition:
    # code executed each iteration
```

Perusing Loop

```
for item in sequence:
    # item = each element of sequence
    # code executed each iteration
```

Sequences & Sequence Methods

```
len(sequence) # size of sequence
str, list, dict # sequences
range(end_n)   # start & step optional
range(start_n, end_n, step_n)
enumerate(list) # index, element
dict.items()    # key, value
dict.keys()     # keys as list
               # dict default in for loop
dict.values()   # values as list
```

Control Flow

```
if condition:
    # code executed if condition is True
elif other_condition:
    # code executed if condition is False
    # but other_condition is True
else:
    # code executed if no condition is True
```

Functions

```
def fun_name(param0, param1, ...):
    # code executed upon call on
    return output # optional
```

```
fun_name(arg0, arg1, ...) # call
```