Mémento v2.1.2

Python 3 Cheat Sheet

For Python ≥3.10 *latest version on : https://py3cheatsheet.lisn.fr/*

Base Types

integer, float, boolean, string, bytes

```
int 783  0 -192  0b010 0o642 0xF3
                 zero  binary octal hexa
float 9.23 0.0  -1.7e-6
                        ×10^-6
bool True  False
str "One\nTwo"
      escaped new line
    'I\'m'
      escaped '
```

Multiline string:

```
"""X\tY\tZ
1\t2\t3"""
   escaped tab
bytes b"toto\xfe\775"
        hexadecimal  octal
```

immutables

Container Types

- **ordered sequences**, fast index access, repeatable values

```
list [1,5,9]   ["x",11,8.9]   ["mot"]   []
tuple (1,5,9)  11,"y",7.4     ("mot",)  ()
```

Non modifiable values (immutables) — *expression with only comas →* `tuple`

```
str bytes  (ordered sequences of chars / bytes)   ""  b""
```

- **key containers**, no *a priori* order, fast key access, each key is unique

```
dictionary  dict {"key":"value"}   dict(a=3,b=4,k="v")   {}
(key/value associations)  {1:"one",3:"three",2:"two",3.14:"π"}
collection  set {"key1","key2"}   {1,9,3,0}   set()
```

keys=hashable values (base types, immutables…) `frozenset` *immutable set* *empty*

Identifiers

for variables, functions, modules, classes… names

`a…zA…Z_` followed by `a…zA…Z_0…9`

- diacritics allowed but should be avoided
- language keywords forbidden
- lower/UPPER case discrimination

☺ `a toto x7 y_max BigOne`

☹ ~~`3y and for`~~

Variables assignment

`=`

assignment ⇔ **binding** of a *name* with a *value*

1) evaluation of right side expression value
2) assignment in order with left side names

```
x=1.2+8+sin(y)
a=b=c=0          assignment to same value
y,z,r=9,7,0      multiple assignments
a,b=b,a          values swap
a,*b=seq         unpacking of sequence in
*a,b=seq         item and list
x+=3   increment ⇔ x=x+3      and *= /= %= …
x-=2   decrement ⇔ x=x-2
x=None « undefined » constant value
del x  remove name x
```

`:=` **Assignment expression**, bind of a *name* with a *value* used in an expression.

```
while (v:=next()) is not None:…
```

Conversions

```
int("15") → 15                 type(expression)
int("3f",16) → 63              can specify integer number base in 2nd parameter
int(15.56) → 15                truncate decimal part
float("-11.24e8") → -1124000000.0
round(15.56,1)→15.6            rounding to 1 decimal (0 decimal → integer number)
bool(x)  False for null x, empty container x , None or False x ; True for other x
str(x)→"…"   representation string of x for display (cf. formatting on the back)
chr(64)→'@'  ord('@')→64       code ↔ char
repr(x)→"…"  literal representation string of x
bytes([72,9,64]) → b'H\t@'
list("abc") → ['a','b','c']
dict([(3,"three"),(1,"one")]) → {1:'one',3:'three'}
set(["one","two"]) → {'one','two'}
```

separator `str` and *sequence of* `str` *→ assembled* `str`

```
':'.join(['toto','12','pswd']) → 'toto:12:pswd'
```

`str` *splitted on whitespaces →* `list` of `str`

```
"words with  spaces".split() → ['words','with','spaces']
```

`str` *splitted on separator* `str` *→* `list` *of* `str`

```
"1,4,8,2".split(",") → ['1','4','8','2']
```

sequence of one type → `list` of another type *(via list comprehension)*

```
[int(x) for x in ('1','29','-3')] → [1,29,-3]
```

Sequence Containers Indexing

lists, tuples, strings, bytes…

negative index	−5	−4	−3	−2	−1
positive index	0	1	2	3	4
`lst=`	[10	20	30	40	50]
positive slice	0	1	2	3	4	5
negative slice	−5	−4	−3	−2	−1	

Items access `lst[`*index*`]`

```
lst[0]→10   ⇒ first one     lst[1]→20
lst[-1]→50  ⇒ last one      lst[-2]→40
```

On mutable sequences (`list`) :
remove with `del lst[3]`
modify with assignment `lst[4]=25`

Items count `len(lst)→5` index from 0

Sub-sequences `lst[`*start slice*`:`*end slice*`:`*step*`]`

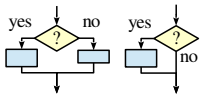
```
lst[:-1]→[10,20,30,40]      lst[::-1]→[50,40,30,20,10]
lst[1:-1]→[20,30,40]        lst[::-2]→[50,30,10]
lst[::2]→[10,30,50]         lst[:]→[10,20,30,40,50] →shallow copy of sequence
lst[1:3]→[20,30]
lst[:3]→[10,20,30]
lst[-3:-1]→[30,40]
lst[3:]→[40,50]
```

Missing slice indication → from start / up to end.
On mutable sequences (`list`), remove with `del lst[3:5]`
modify with assignment `lst[1:4]=[15,25]`

Conditional Statement

statement block executed only if a condition is true

```
if logical condition:
    statements block
```



Can go with several *elif*, *elif*... and only one final *else*. Only the block of first true condition is executed.

```
if age<=18:
    state="Kid"
elif age>65:
    state="Retired"
else:
    state="Active"
```

with a var `x`:

```
if bool(x)==True:  ⇔ if x:
if bool(x)==False: ⇔ if not x:
```

Modules/Names Imports

module `snif` ⇔ *file* `snif.py`

```
from mymod import name1,name2 as fct
```
→direct access to names, renaming with `as`

```
import mymod   →access via mymod.name1 …
```

modules and packages searched in *python path* (cf `sys.path`)

Boolean Logic

Comparisons : `<` `>` `<=` `>=` `==` `!=` (≤ ≥ = ≠)
(boolean results)

`a and b` logical and — *both simultaneously*

`a or b` logical or — *one or other or both*

pitfall : `and` *and* `or` *return value of* `a` *or of* `b` *(under shortcut evaluation).*
⇒ *ensure that* `a` *and* `b` *are booleans.*

`not a` logical not

`True` `False` True and False constants

Statements Blocks

```
parent statement:
    statement block 1…
        ⋮
parent statement:
    statement block2…
        ⋮
next statement after block 1
```

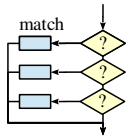
indentation !

configure editor to insert 4 spaces in place of an indentation tab.

Match Instruction

select instructions block to execute upon matching with a pattern. Can unpack sequences, set variables…

```
match expression:
    case pattern1:
        instructions block
    case pattern2:
```




```
match infos:
    case 'nono':                → value
    case 'bob'|'elsa'|300:      → value within a choice
    case ['lui','luc']:         → sequence of two values
    case ['untel',name]:        → 1st value, retrieve 2nd in name
    case ['eux',*names]:        → 1re value, retrieve remaining in names
    case 'will' if flag:        → value with supplementary test
    case str():                 → type or classe
    case _:                     → everything else (last case)
```

Note : can use `()` *or* `[]` *for patterns.*

Maths

floating numbers… approximated values *angles in radians*

Operators: `+` `-` `*` `/` `//` `%` `**`
Priority `(…)` × ÷ integer ÷ ÷ remainder a^b

`@` → matrix × *python3.5+* `numpy`

```
(1+5.3)*2→12.6
abs(-3.2)→3.2
round(3.57,1)→3.6
pow(4,3)→64.0
```

usual order of operations

```
from math import sin,pi…
sin(pi/4)→0.707…
cos(2*pi/3)→-0.4999…
sqrt(81)→9.0      √
log(e**2)→2.0
ceil(12.5)→13
floor(12.5)→12
```

→modules `math`, `statistics`, `random`, `decimal`, `fractions`, `numpy`…

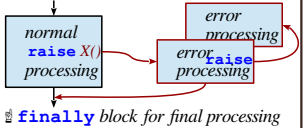
Exceptions on Errors

Signaling an error:

```
raise ExcClass(…)
```

Errors processing:

```
try:
    normal procesising block
except Exception as e:
    error processing block
```



`finally` *block for final processing in all cases.*

Conditional Loop Statement

*statements block executed **as long as** condition is true*

```
while logical condition:
    statements block
```


```
s = 0          # initializations before the loop
i = 1          # condition with a least one variable value (here i)
while i <= 100:
    s = s + i**2
    i = i + 1      # make condition variable change !
print("sum:",s)
```

Algo:

$$s = \sum_{i=1}^{i=100} i^2$$

beware of infinite loops!

Loop Control

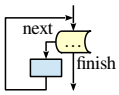
```
break      immediate exit
continue   next iteration
```

*else block for **normal** loop exit.*

Iterative Loop Statement

*statements block executed **for each** item of a container or iterator*

```
for var in sequence:
    statements block
```



Go over sequence's **values**

```
s = "Some text"   # initializations before the loop
cnt = 0
for c in s:       # loop variable, assignment managed by for statement
    if c == "e":
        cnt = cnt + 1
print("found",cnt,"'e'")
```

Algo: count number of `e` *in the string.*

loop on dict/set ⇔ loop on keys sequences
use *slices* to loop on a subset of a sequence

Go over sequence's **index** and **value**, allows:
- modify item at index
- access items around index (before / after)

```
lst = [11,18,9,12,23,4,17]
lost = []
for i,v in enumerate(lst):
    if v > 15:
        lost.append(v)
        lst[i] = 15
print(f"modif:{lst}-modif:{lost}")
```

Algo: limit values greater than 15, memorizing of lost values.

*Note : Go over sequence's **index** with* `range(len(lst))`

Functional programming, iterable expressions

```
map(f,seq)    → (f(x) for x in seq)
filter(f,seq) → (x for x in seq if f(x))
```

good habit : don't modify loop variable

Display

```
print(f"{x}cm+{y}m={x/100+y}m")
```

*Example with a formating string **f-string**.* `print` *can display several items (values, variables, expressions…) by separating them with commas.*

`print` options:
- `sep=" "` items separator, default space
- `end="\n"` end of print, default new line
- `file=sys.stdout` print to file, default standard output

Input

```
s = input("Instructions:")
```

***input** always returns a **string**, convert it to required type (cf. boxed* Conversions *on the other side).*

Generic Operations on Containers

`len(c)` → items count
`min(c)` `max(c)` `sum(c)`
`sorted(c)` → `list` sorted *copy*
`val in c` → boolean, membership operator `in` (absence `not in`)
`enumerate(c)` → *iterator* on (index, value)
`zip(c1,c2…)` → *iterator* on tuples containing c_i items at same index
`all(c)` → `True` if **all** `c` items evaluated to true, else `False`
`any(c)` → `True` if **at least one** item of `c` evaluated true, else `False`

*Note: For dictionaries and sets, these operations use **keys**.*

*Specific to **ordered sequences containers** (lists, tuples, strings, bytes…)*
`reversed(c)` → *inversed iterator* `c*5` → duplicate `c+c2` → concatenate
`c.index(val)` → *position* `c.count(val)` → *events count*

```
import copy
copy.copy(c)     → shallow copy of container
copy.deepcopy(c) → deep copy of container
```

→modules `collections`, `itertools`, `functools`…

Operations on Lists

modify original list

`lst.append(val)`	add item at end
`lst.extend(seq)`	add sequence of items at end
`lst.insert(idx,val)`	insert item at index
`lst.remove(val)`	remove first item with value *val*
`lst.pop([idx])` →*value*	remove & return item at index *idx* (default last)
`lst.sort()` `lst.reverse()`	sort / reverse liste *in place*

→modules `heapq`, `bisect`…

Operations on Dictionaries

`d[key]=value` `d.clear()`
`d[key]` → *value* `del d[key]`

Operators: `|` → merge `|=` → update

`d.keys()` `d.values()` `d.items()` →*iterable views on keys/values/associations*
`d.pop(key[,default])` → *value*
`d.popitem()` → *(key,value)*
`d.get(key[,default])` → *value*
`d.setdefault(key[,default])` →*value*

Operations on Sets

Operators:
`|` → union `&` → intersection
`-` `^` → difference/symmetric diff.
`<` `<=` `>` `>=` → inclusion relations

`s.update(s2)` `s.copy()`
`s.add(key)` `s.remove(key)`
`s.discard(key)` `s.clear()`
`s.pop()`

Some operators also exists as methods.

Files

storing data on disk, and reading it back

```
f = open("file.txt","w",encoding="utf8")
```

file **variable** for operations
name of file on disk (+path…)
opening **mode**
- `'r'` read
- `'w'` write
- `'a'` append
- …`'+'` `'x'` `'b'` `'t'`

encoding of chars for *text files*: `utf8` `ascii` `latin1` …

→modules `pathlib`, `os`, `os.path`

writing

```
f.write("coucou")
f.writelines(list of lines)
```

reading

read empty string if end of file

```
f.read([n])      → next chars
                   if n not specified, read up to end !
f.readlines([n]) → list of next lines
f.readline()     → next line
```

text mode `t` *by default (read/write* `str`*), possible binary mode* `b` *(read/write* `bytes`*). **Convert from/to required type** !*

`f.close()` *dont forget to **close the file** after use !*

`f.flush()` write cache
`f.truncate([size])` resize

reading/writing progress sequentially in the file, modifiable with:
`f.tell()` →*position*
`f.seek(position[,origin])`

Very common: opening with a **guarded block** (automatic closing with a *context manager*) and reading loop on lines of a text file:

```
with open(…) as f:
    for line in f :
        # processing of line
```

Multiple files : `with (open() as f1, open() as f2):`

Integer Sequences

`range([start,] end [,step])`

start default 0, *end* not included in sequence, *step* signed, default 1

`range(5)` → 0 1 2 3 4
`range(3,8)` → 3 4 5 6 7
`range(2,12,3)` → 2 5 8 11
`range(20,5,-5)` → 20 15 10
`range(len(seq))` → *sequence of index of values in seq*
range provides an immutable sequence of int constructed as needed

Function Definition

function name (identifier)
named parameters

```
def fct(x,y,z):
    """documentation"""
    # statements block, res computation, etc.
    return res
```

`fct`

result value of the call, if no computed result to return: `return None`

parameters and all variables of this block exist only in the block and during the function call (think of a "black box")

***assignment of global variable** `xxx` **in** the function → declaration* `global xxx` *in its block*

Advanced: `def fct(x,y,z,*args,a=3,b=5,**kwargs):`
`*args` *variable positional arguments (→*`tuple`*), default values,* `**kwargs` *variable named arguments (→*`dict`*)*
And: `/` → arguments before are positional, `*` → arguments after are named

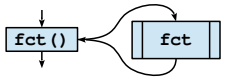
Function Call

```
r = fct(3,i+2,2*i)
```

storage/use of returned value
one argument per parameter

this is the use of function name *with parentheses* which does the call

*Advanced: *sequence **dict*



Operations on Strings

`s.startswith(prefix[,start[,end]])` `s.endswith(suffix[,start[,end]])` `s.strip([chars])`
`s.count(sub[,start[,end]])` `s.partition(sep)` → *(before,sep,after)*
`s.index(sub[,start[,end]])` `s.find(sub[,start[,end]])`
`s.is…()` *tests on chars categories (ex.* `s.isalpha()`*)*
`s.upper()` `s.lower()` `s.title()` `s.swapcase()`
`s.casefold()` `s.capitalize()` `s.center([width,fill])`
`s.ljust([width,fill])` `s.rjust([width,fill])` `s.zfill([width])`
`s.encode(encoding)` `s.split([sep])` `s.join(seq)`
`s.removeprefix(pref)` `s.removesuffix(suf)` `s.format(…)`

Formatting f-*string*

`f` prefix → formating string "f-string"

```
f"{x}+{y}={x+y:.2f}" → str
 {expression:formatting!conversion}
```

- **Expression** : variable, function call… any Python expression.
  Values considered when evaluating the *f-string* at runtime.

Examples

```
x,t1,t2=45.72793,"toto","L'ame"
f"{x:+2.3f}" → '+45.728'
f"{t1:>10s}" → '      toto'
f"{t2!r}" → '"L\'ame"'
```

- **Formatting** :

fill char *alignment* *sign* *mini width*.*precision~maxwidth* *type*

`< > ^ =` `+ -` *space* `0` at start for filling with 0

integers: `b` binary, `c` char, `d` decimal (default), `o` octal, `x` or `X` hexa…
floats: `e` or `E` exponential, `f` or `F` fixed point, `g` or `G` appropriate (default),
strings: `s` … `%` percent

- **Conversion** : `s` (readable text) or `r` (literal representation)