

General Reminder

random.randint(x,y) Generate a random integer between **x** and **y**(import random).
type(var) Returns the type of var.
type(n, b, d,) Dynamically create a class named **n**.
 This class inherits all classes in **b** (tuple).
 d is a dictionary containing attributes and member method.

```
if conditon_1:
    # code if conditon_1 is true
elif conditon_2:
    # code if conditon_2 is true
else:
```

```
# code
```

Operators

+	addition	//	div
-	substraction	and	logical and
*	multiplication	or	logical or
/	division	not	logical not
%	modulo	a in b	is a in b ?
**	power	a==b	is a equal to b ?

Error Handling

Object Oriented Programing(OOP)