

If you're starting out with Python and are looking for a fun and comprehensive tutorial, check out my YouTube tutorials. I have two Python tutorials. If you have no or little programming experience, I suggest you check out my Python tutorial for beginners. Otherwise, if you know the basics (eg variables, functions, conditional statements, loops) and are looking for a tutorial that gets straight to the point and doesn't treat you like a beginner, check out my Python tutorial for programmers.

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Variables

Strings

```
x = "Python"
01
02
     len(x)
03
     x[0]
04
     x[-1]
05
     x[0:3]
06
     # Formatted strings
07
80
     name = f"{first} {last}"
09
10
     # Escape sequences
     \" \' \\ \n
11
12
13
     # String methods
```

<u>JavaScript</u>

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```
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```

```
x.upper()
x.lower()
x.title()
x.strip()
x.find("p")
x.replace("a", "b")
a" in x
```

Type Conversion

```
int(x)
float(x)
bool(x)
string(x)
```

Falsy Values

```
1 0
2 ""
3 []
```

Conditional Statements

```
01
     if x == 1:
         print("a")
02
     elif x == 2:
03
04
         print("b")
05
     else:
         print("c")
06
07
98
     # Ternary operator
     x = "a" if n > 1 else "b"
09
10
     # Chaining comparison operators
11
12
     if 18 <= age < 65:
```

Loops

```
for n in range(1, 10):
    print(n)

while n < 10:
    print(n)
    n += 1</pre>
```

Functions

```
def increment(number, by=1):
    return number + by

# Keyword arguments
increment(2, by=1)

# Variable number of anguments
# Variable number of anguments
```

<u>way, with NodeJS!</u>

4 Common Mistakes with the Repository Pattern

5 C# Collections that Every C# Developer Must Know

React Functional or Class
Components:
Everything you need to know

```
# var.rabre number, or ar.gamencs
01
98
     def multiply(*numbers):
09
         for number in numbers:
10
             print number
11
12
13
     multiply(1, 2, 3, 4)
14
15
     # Variable number of keyword arguments
16
     def save user(**user):
17
18
19
20
     save user(id=1, name="Mosh")
```

Lists

```
# Creating lists
01
      letters = ["a", "b", "c"]
02
      matrix = [[0, 1], [1, 2]]
03
04
      zeros = [0] * 5
05
      combined = zeros + letters
      numbers = list(range(20))
06
07
80
      # Accessing items
      letters = ["a", "b", "c", "d"]
09
      letters[0] # "a"
10
      letters[-1] # "d"
11
12
13
      # Slicing lists
      letters[0:3] # "a", "b", "c"
letters[:3] # "a", "b", "c"
letters[0:] # "a", "b", "c", "d"
letters[:] # "a", "b", "c", "d"
letters[::2] # "a", "c"
14
15
16
17
18
      letters[::-1] # "d", "c", "b", "a"
19
20
21
      # Unpacking
22
      first, second, *other = letters
23
24
      # Looping over lists
      for letter in letters:
25
26
27
28
      for index, letter in enumerate(letters):
29
           . . .
30
31
      # Adding items
      letters.append("e")
letters.insert(0, "-")
32
33
34
35
      # Removing items
      letters.pop()
36
37
      letters.pop(0)
38
      letters.remove("b")
39
      del letters[0:3]
```

```
41
     # Finding items
     if "f" in letters:
42
43
         letters.index("f")
44
45
     # Sorting lists
46
     letters.sort()
47
     letters.sort(reverse=True)
48
49
     # Custom sorting
50
     items = [
          ("Product1", 10),
("Product2", 9),
("Product3", 11)
51
52
53
54
     1
55
     items.sort(key=lambda item: item[1])
56
57
58
     # Map and filter
59
     prices = list(map(lambda item: item[1], items))
60
     expensive_items = list(filter(lambda item: item[1]
61
62
     # List comprehensions
63
     prices = [item[1] for item in items]
64
     expensive items = [item for item in items if item[1
65
     # Zip function
66
67
     list1 = [1, 2, 3]
68
     list2 = [10, 20, 30]
     combined = list(zip(list1, list2)) # [(1, 10), (
69
```

Tuples

```
point = (1, 2, 3)
01
     point(0:2) # (1, 2)
02
03
     x, y, z = point
     if 10 in point:
04
05
06
07
    # Swapping variables
80
    x = 10
    y = 11
09
    x, y = y, x
10
```

Arrays

```
from array import array
numbers = array("i", [1, 2, 3])
```

Sets

```
01 first = {1, 2, 3, 4}
02 second = {1, 5}
03
```

```
04  first | second # {1, 2, 3, 4, 5}
05  first & second # {1}
06  first - second # {2, 3, 4}
07  first ^ second # {2, 3, 4, 5}
08
09  if 1 in first:
10  ...
```

Dictionaries

```
point = {"x": 1, "y": 2}
01
02
     point = dict(x=1, y=2)
     point["z"] = 3
if "a" in point:
03
04
05
     point.get("a", 0)
06
                           # 0
07
     del point["x"]
80
      for key, value in point.items():
09
         . . .
10
11
     # Dictionary comprehensions
     values = \{x: x * 2 \text{ for } x \text{ in } range(5)\}
```

Generator Expressions

```
values = (x * 2 for x in range(10000))
len(values) # Error
for x in values:
```

Unpacking Operator

```
first = [1, 2, 3]
second = [4, 5, 6]
combined = [*first, "a", *second]

first = {"x": 1}
second = {"y": 2}
combined = {**first, **second}
```

Exceptions

```
01
     # Handling Exceptions
02
     try:
03
     except (ValueError, ZeroDivisionError):
04
05
06
07
       # no exceptions raised
80
     finally:
09
       # cleanup code
10
11
     # Raising exceptions
     if x < 1: [SEP]
12
         raise ValueError("...")
```

```
14
15 # The with statement
16 with open("file.txt") as file: [ ] ...
```

Classes

```
01
     # Creating classes
02
     class Point:
         def __init__(self, x, y): sel
03
04
              self.x = x
              self.y = y
05
06
07
         def draw(self): [SEP]
98
09
10
     # Instance vs class attributes
     class Point:
11
12
         default color = "red"
13
14
         def __init__(self, x, y): sel
15
              self.x = x
16
17
     # Instance vs class methods
     class Point:
18
         def draw(self): sep
19
20
21
22
         @classmethod
23
         def zero(cls): sep
24
              return cls(0, 0)
25
26
     # Magic methods
27
28
       str__()
29
     sep_eq_()
30
     __cmp__()
31
32
     # Private members
33
34
     class Point:
         def __init__(self, x): stp
35
36
              self._x = x
37
38
39
     # Properties
     class Point:
40
         def __init__(self, x): stp
41
42
              self._x = x
43
44
         @property
45
         def x(self):
46
              return self. x
47
48
         @property.setter:
49
         def x.setter(self, value):
              celf
                     v = value 🔛
```

```
51
52
     # Inheritance
53
     class FileStream(Stream):
         def open(self): | SEP
54
55
               super().open()
56
57
58
     # Multiple inheritance
     class FlyingFish(Flyer, Swimmer):
59
60
61
62
     # Abstract base classes
     from abc import ABC, abstractmethod
63
64
65
     class Stream(ABC):
         @abstractmethod
66
67
         def read(self):
68
              pass
69
     # Named tuples
70
71
     from collections import namedtuple
72
     Point = namedtuple("Point", ["x", "y"])
73
     point = Point(x=1, y=2)
74
```



Mosh

Hi! My name is Mosh Hamedani. I'm a software engineer with two decades of experience and I've taught over three million people how to code or how to become professional software engineers through my YouTube channel and online courses. It's my

mission to make software engineering accessible to everyone.







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