

Keyword	Description
<u>and</u>	A logical operator
<u>as</u>	To create an alias
<u>assert</u>	For debugging
<u>break</u>	To break out of a loop
<u>class</u>	To define a class
<u>continue</u>	To continue to the next iteration of a loop
<u>def</u>	To define a function
<u>del</u>	To delete an object
<u>elif</u>	Used in conditional statements, same as else if
<u>else</u>	Used in conditional statements
<u>except</u>	Used with exceptions, what to do when an exception occurs
<u>False</u>	Boolean value, result of comparison operations
<u>finally</u>	Used with exceptions, a block of code that will be executed no matter if there is an exception or not
<u>for</u>	To create a for loop
<u>from</u>	To import specific parts of a module
<u>global</u>	To declare a global variable
<u>if</u>	To make a conditional statement
<u>import</u>	To import a module
<u>in</u>	To check if a value is present in a list, tuple, etc.
<u>is</u>	To test if two variables are equal
<u>lambda</u>	To create an anonymous function
<u>None</u>	Represents a null value
<u>nonlocal</u>	To declare a non-local variable
<u>not</u>	A logical operator
<u>or</u>	A logical operator
<u>pass</u>	A null statement, a statement that will do nothing
<u>raise</u>	To raise an exception
<u>return</u>	To exit a function and return a value
<u>True</u>	Boolean value, result of comparison operations
<u>try</u>	To make a try...except statement
<u>while</u>	To create a while loop
<u>with</u>	Used to simplify exception handling
<u>yield</u>	To end a function, returns a generator