

Lesson 1: Python 3 Cheat Sheet

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Python 3 Cheat Sheet

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
bool True False
str "One\nTwo"
  escaped new line
  'I\'m'
  escaped '
bytes b"toto\xfe\775"
      hexadecimal octal
```

Multiline string:
"""X\tY\tZ
1\t2\t3"""
escaped tab

⚡ 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** (ordered sequences of chars / bytes)
- key containers, no a priori order, fast key access, each key is unique
 - dict** {"key": "value"} dict(a=3,b=4,k="v")
 - (key/value associations) {1: "one", 3: "three", 2: "two", 3.14: "pi"}
 - 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
Ⓢ 8y and for

Variables assignment

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

- evaluation of right side expression value
- assignment in order with left side names

```
x=1.2+8+sin(y)
a=b=c=0 assignment to same value
y,z,r=9.2,-7.6,0 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
x-=2 decrement ⇔ x=x-2
x=None « undefined » constant value
del x remove name x
```

Conversions

type (expression)

can specify integer number base in 2nd parameter

```
int("15") → 15
int("3f",16) → 63
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

for 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 count
len(lst) → 5

⚡ index from 0 (here from 0 to 4)

Individual access to **items** via **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]** and modify with assignment **lst[4]=25**

Access to **sub-sequences** via **lst[start slice:end slice:step]**

```
lst[:-1] → [10,20,30,40]
lst[1:-1] → [20,30,40]
lst[:2] → [10,30,50]
lst[1:3] → [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]** and modify with assignment **lst[1:4]=[15,25]**

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 block 2...
├── ...
└── next statement after block 1
```

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

Modules/NAMES Imports

module **truc** ⇔ file **truc.py**

```
from monmod import nom1,nom2 as fct
  → direct access to names, renaming with as
import monmod
  → access via monmod.nom1 ...
```

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

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:

Maths

floating numbers... approximated values

Operators: + - * / // % **

Priority (...)

integer ÷ ÷ remainder

@ → 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

angles in radians

```
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**, etc. (cf. doc)

Exceptions on Errors

Signaling an error:
raise ExcClass(...)

Errors processing:
try:
→ normal processing block
except Exception as e:
→ error processing block

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

```
normal
raise X()
error processing
error
raise
error processing
```

