

Operation	Symbol	Example
Addition	+	>>> 20 + 11 31
Subtraction	-	>>> 17 - 23 -6
Multiplication	*	>>> 15 * 12 180
Division	/	>>> 10 / 2 5.0
Integer Division	//	>>> 10 // 4

Integer Division	//	<
Exponentiation	**	>>> 2 ** 3 8 >>> 2 ** -1 0.5
Modulus	%	>>> 8 % 3 2
Negation	-	>>> x = 0.5 >>> -x -0.5

Comparison Operations

Comparison Operator	Meaning	True Example	False Example
==	Equal	1 + 1 == 2	2 == 3
!=	Does not equal	3.2 != 3	5 - 5 != 0
<	Less than	5 < 7	2 < 1
>	Greater than	4 > 2	1 > 9
<=	Less than or equal to	90 <= 100	18.4 <= 4
>=	Greater than or equal to	5.0 >= 5.0	11 >= 20

Logical Operations

Operator	True Example	False Example
and	(3 < 5) and (-1 == -1)	(7 == 8) and (12 > 2)
or	(0 == 1) or (10 <= 15)	(0 > 5) or (6 == 3)
not	not False	not 1 > 0

Writing expressions with variables

Expressions are evaluated before assignment. The right side of the = becomes a single value which then gets assigned to the variable name.

Example Math Expression

```
1 age = 22
2 age_after_birthday = age + 1
3 print(age_after_birthday)
```

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Example Logical Expression

```
1 silly = True
2 funny = True
3 mean = False
4
5 if funny and silly:
6     print("Nice to meet you!")
7
8 if not mean:
9     print("Thank you!")
```

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Order of Precedence

Highest
() parentheses
** exponentiation
- negation
* / // %
+ -
comparison
not
and or
Lowest

Conditionals & Loops

If Statements

```
if condition:
    # Do something
```

While Loop

```
while condition:
    # Repeat this until condition is false
```

For Loop

```
for i in range(n):
    # Repeat this n times
```

Functions

Anatomy of a Function

```
def name_of_function(parameters): #This line is the function header
    # Function Body

    return value # Optional Return Statement
```

## Lists

Ordered: **Yes**

Mutable: **Yes**

Allowed Duplicates: **Yes**

Defining a list of known values:

```
# Individual elements are separated by commas
name_of_list = [item1, item2, item3]
```

Defining a List of a Certain Size With Default Values

```
# This creates a list where every element is equal to initial_value. The number of
# elements in that list is equal to size
name_of_list = [initial_value]*size
```

Defining an Empty List:

```
name_of_list = []
```

Accessing Elements of a List:

```
name_of_list[index_of_element]
```

Getting a Slice of a List:

```
# A list of elements from index beginning up to but not including index end
name_of_list[beginning:end]

# A list of elements from the front of the list up to but not including index end
name_of_list[:end]

# A list of elements from index beginning to the end of the list, including the last element
name_of_list[beginning:]
```

Adding Elements to a List:

```
name_of_list.append(element)
```

Removing Elements from a List:

```
name_of_list.remove(element)
```

Checking if a List Contains an Element:

```
# Logical expression evaluates to true if name_of_list contains element
element in name_of_list
```

Finding the Index of an Item in a List:

```
# NOTE: Program will crash if element is not in name_of_list
index = name_of_list.index(element)
```

Size of a List:

```
size = len(name_of_list)
```

## Dictionaries:

Ordered: **Yes\*** (Technically, though you can treat them as if they are not)

Mutable: **Yes**

Allowed Duplicates: **No**

Key-Value Pair

```
key: value
```

Defining a list of known key-value pairs:

```
# Individual key-value pairs are separated by commas
name_of_dict = {key1: value1, key2: value2, key3: value3, ...}
```

Defining an Empty Dictionary:

```
name_of_dict = {}
```

Accessing Elements of a Dictionary:

```
name_of_dict[key]
```

Adding/Editing Elements in a Dictionary:

```
# Adds key-value pair to the dictionary if key does not currently exist
# Edits value of key if key is already in the dictionary
name_of_dict[key] = value
```

Removing Elements from a Dictionary:

```
# Deletes a key-value pair and returns value
deleted = name_of_dict.pop(key)

# Delete a key-value pair and return nothing
```

```
# Delete a key-value pair and returns nothing
del name_of_dict[key]

# Deletes every key-value pair and leave an empty dictionary
name_of_dict.clear()
```

*Checking if a Dictionary Contains an Element:*

```
# Logical expression evaluates to true if name_of_dict contains key
key in name_of_dict
```

*Size of a Dictionary:*

```
size = len(name_of_dict)
```

*Get a List of all Keys or Values:*

```
# List of keys in name_of_dict
keys = name_of_dict.keys()

# List of values in name_of_dict
values = name_of_dict.values()
```

## Tuples

*Ordered: Yes*

*Mutable: No*

*Allowed Duplicates: Yes*

```
1 # your code here
2 my_tuple = ("A", "B", "C", "D")
3 print(my_tuple[1])
4 print()
```

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*Defining a Tuple:*

```
# Individual elements are separated by commas
name_of_tuple = (item1, item2, item3)
```

*Defining an Empty Tuple:*

```
name_of_tuple = ()
```

*Accessing Elements of a Tuple:*

```
name_of_tuple[index_of_element]
```

*Getting a Slice of a List:*

```
# A list of elements from index beginning up to but not including index end
name_of_list[beginning:end]

# A list of elements from the front of the list up to but not including index end
name_of_list[:end]

# A list of elements from index beginning to the end of the list, including the last element
name_of_list[beginning:]
```

*Adding Elements to a List:*

```
name_of_list.append(element)
```

*Removing Elements from a List:*

```
name_of_list.remove(element)
```

*Checking if a List Contains an Element:*

```
# Logical expression evaluates to true if name_of_list contains element
element in name_of_list
```

*Finding the Index of an Item in a List:*

```
# NOTE: Program will crash if element is not in name_of_list
index = name_of_list.index(element)
```

*Size of a List:*

```
size = len(name_of_list)
```

## Strings

*Ordered: Yes*

*Mutable: No*

*Allowed Duplicates: Yes*

*Defining a String:*

```
# Use either single or double quotes
single_quote_string = 'YOUR TEXT GOES HERE'
double_quote_string = "YOUR TEXT GOES HERE"
```

#### Defining an Empty String:

```
# Use either single or double quotes
single_quote_string = ''
double_quote_string = ""
```

#### Accessing Characters in a String:

```
# Characters are actually just strings of length 1
name_of_string[index_of_character]
```

#### Getting a Substring:

```
# A string from index beginning up to but not including index end
name_of_string[beginning:end]

# A string from the front of the string up to but not including index end
name_of_string[:end]

# A string from index beginning to the end of the original string, including the last element
name_of_string[beginning:]
```

#### Checking if a String Contains a Substring:

```
# Logical expression evaluates to true if name_of_string contains substring
substring in name_of_string
```

#### Finding the Index of a Substring in a String:

```
# NOTE: Program will crash if substring is not in name_of_list
index = name_of_list.index(substring)
```

#### Length of a String:

```
length = len(name_of_string)
```

#### Unicode Representation of a character

```
# character must be a string of length 1
ord(character)
```

#### String Comparison:

```
# == checks the equality of two strings based on unicodes (Case-Sensitive)
string1 == string2

# (<, >, <=, >=) check the alphabetical order of two string based on unicodes
string1 <= string2
```