Python Reader

Intro to Python

Welcome to Python

Dulma

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REPL

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Getting Started

Every program you write with us will always include the following code to define and execute a main() function:

```
def main():
    # Your code goes here

if __name__ == '__main__':
    main()

1    from karel.stanfordkarel import *
2
3    def main():
4         move()
5         move()
6
7    if __name__ == '__main__':
8         main()
```

Variables

Assigning a Variable

```
variable_name = value
```

Accessing the Current Value of a Variable

```
message = "Hello, World!"

# message is replaced with its current assigned value, which is "Hello, World!"
print(message)
```

Variable Types

Туре	Stores	Example
int (integer)	Whole numbers	137
float (floating point)	Decimal numbers	137.0
str (string)	text/character sequence between "" or ''	"Hello, World" Note: The quotes won't appear when printing a string
bool (boolean)	True or False	True

Print

Printing a string literal

```
1 # Remember to surround your message in single '' or double "" quotes
2 print("Hello, World!")

PRun >_Show
```

Printing a variable

```
1 # Change the value of data and see what happens
2 data = 137.2
3
4 print(data)

Run >_Show
```

Multi-Argument Print

```
1 name = "Kyler"
2
3 # Python automatically separates each argument with a space
4 print("Hello, my name is", name)

▶ Run >_Show
```

Input

Storing user input as a variable

```
user_input = input("This Message Will Is Displayed When Prompting The User For Input")
```

Storing numerical inputs

```
# input always returns a string by default, so you have to convert numerical inputs manually
integer_input = int(input("Enter an integer:"))
float_input = float(input("Enter a floating point value:"))
```

Operators

Arithmetic Operations

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

mieger Division	H	4
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)

PRun >_Show
```

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!")

Run >_Show
```

Order of Precedence

Highest



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 seperated 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 seperated 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)

```
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_list
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()
  ► Run >_ Show
Defining a Tuple:
 # Individual elements are seperated 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
 # 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)
```

Mutable: **No**Allowed Duplicates: **Yes**Defining a String:

Strings
Ordered: Yes

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:

```
\# == \text{checks the equality of two strings based on unicodes (Case-Sensitive)}
\text{string1} == \text{string2}
\# (<, >, <=, >=) \text{ check the alphabetical order of two string based on unicodes}
\text{string1} <= \text{string2}
```