

Built-in functions in python

Function	Description
<u>abs()</u>	Returns the absolute value of a number
<u>all()</u>	Returns True if all items in an iterable object are true
<u>any()</u>	Returns True if any item in an iterable object is true
<u>ascii()</u>	Returns a readable version of an object. Replaces none-ascii characters with escape character
<u>bin()</u>	Returns the binary version of a number
<u>bool()</u>	Returns the boolean value of the specified object
<u>bytearray()</u>	Returns an array of bytes
<u>bytes()</u>	Returns a bytes object
<u>callable()</u>	Returns True if the specified object is callable, otherwise False
<u>chr()</u>	Returns a character from the specified Unicode code.
<u>classmethod()</u>	Converts a method into a class method
<u>compile()</u>	Returns the specified source as an object, ready to be executed
<u>complex()</u>	Returns a complex number
<u>delattr()</u>	Deletes the specified attribute (property or method) from the specified object
<u>dict()</u>	Returns a dictionary (Array)
<u>dir()</u>	Returns a list of the specified object's properties and methods

<u>divmod()</u>	Returns the quotient and the remainder when argument1 is divided by argument2
<u>enumerate()</u>	Takes a collection (e.g. a tuple) and returns it as an enumerate object
<u>eval()</u>	Evaluates and executes an expression
<u>exec()</u>	Executes the specified code (or object)
<u>filter()</u>	Use a filter function to exclude items in an iterable object
<u>float()</u>	Returns a floating point number
<u>format()</u>	Formats a specified value
<u>frozenset()</u>	Returns a frozenset object
<u>getattr()</u>	Returns the value of the specified attribute (property or method)
<u>globals()</u>	Returns the current global symbol table as a dictionary
<u>hasattr()</u>	Returns True if the specified object has the specified attribute (property/method)
<u>hash()</u>	Returns the hash value of a specified object
<u>help()</u>	Executes the built-in help system
<u>hex()</u>	Converts a number into a hexadecimal value
<u>id()</u>	Returns the id of an object
<u>input()</u>	Allowing user input
<u>int()</u>	Returns an integer number
<u>isinstance()</u>	Returns True if a specified object is an instance of a specified object

<u>issubclass()</u>	Returns True if a specified class is a subclass of a specified object
<u>iter()</u>	Returns an iterator object
<u>len()</u>	Returns the length of an object
<u>list()</u>	Returns a list
<u>locals()</u>	Returns an updated dictionary of the current local symbol table
<u>map()</u>	Returns the specified iterator with the specified function applied to each item
<u>max()</u>	Returns the largest item in an iterable
<u>memoryview()</u>	Returns a memory view object
<u>min()</u>	Returns the smallest item in an iterable
<u>next()</u>	Returns the next item in an iterable
<u>object()</u>	Returns a new object
<u>oct()</u>	Converts a number into an octal
<u>open()</u>	Opens a file and returns a file object
<u>ord()</u>	Convert an integer representing the Unicode of the specified character
<u>pow()</u>	Returns the value of x to the power of y
<u>print()</u>	Prints to the standard output device
<u>property()</u>	Gets, sets, deletes a property
<u>range()</u>	Returns a sequence of numbers, starting from 0 and increments by 1 (by default)

repr()	Returns a readable version of an object
<u>reversed()</u>	Returns a reversed iterator
<u>round()</u>	Rounds a numbers
<u>set()</u>	Returns a new set object
<u>setattr()</u>	Sets an attribute (property/method) of an object
<u>slice()</u>	Returns a slice object
<u>sorted()</u>	Returns a sorted list
@staticmethod()	Converts a method into a static method
<u>str()</u>	Returns a string object
<u>sum()</u>	Sums the items of an iterator
<u>super()</u>	Returns an object that represents the parent class
<u>tuple()</u>	Returns a tuple
<u>type()</u>	Returns the type of an object
<u>vars()</u>	Returns the __dict__ property of an object
<u>zip()</u>	Returns an iterator, from two or more iterators