Module 3 Cheatsheet : Python Programming Fundamentals

Comparision Operator

Package/Method	Description	Syntax and Code Example
Equal(==)	Checks if two values are equal.	Syntax: 1. 1 1. variable1 == variable2 Copied! Example 1: 1. 1 1. 5 == 5 returns True Copied! Example 2: 1. 1 2. 2 1. age = 25 2. age == 30 returns False Copied!
Not Equal(!=)	Checks if two values are not equal.	Syntax: 1. 1 1. variable1 != variable2

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Example:

```
1
2
3
```

```
a = 10
b = 20
a != b returns True
```

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Example 2:

```
1
2
```

```
count=0
count != 0 returns False
```

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Greater Than(>)	Checks if the value of variable1 is greater than variable2.	Syntax:
		`1`
		`variable1 > variable2`
		Copied!
		Example 1:
		`1`
		`9 > 6 returns True`
		Copied!
		Example 2:
		`1`
		`2`
		`3`
		`age = 20`

```
2. max_age = 25
3. age > max_age returns False
```

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Syntax:

```
1. 1

1. variable1 < variable2
```

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Example 1:

```
1. 1

1. 4 < 6 returns True
```

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Example 2:

```
1. 1
2. 2
3. 3

1. score = 60
2. passing_score = 65
3. score < passing_score returns True
```

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Less Than(<)	Checks if the value of variable1 is less than variable2.
Greater Than or Equal To(>=)	Checks if the value of variable1 is greater than or equal to variable2.

Syntax:

```
1. 1

1. variable1 >= variable2
```

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Example 1:

```
1. 1

1. 5 >= 5 and 9 >= 5 return True
```

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Example 2:

```
1. 1
2. 2
3. 3
```

```
1. quantity = 105
2. minimum = 100
3. quantity >= minimum returns True
```

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Syntax:

```
1. 1
```

```
1. variable1 <= variable2
```

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Less Than or Equal To(<=)	Checks if the value of variable1 is less than or equal to variable2.

Example 1:

```
1. 1
```

```
1. 5 <= 5 and 3 <= 5 return True
```

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Example 2:

```
1. 1
2. 2
3. 3
```

```
1. size = 38
2. max_size = 40
3. size <= max_size returns True
```

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Conditional Operator

AND	Returns `True` if both statement1 and statement2 are `True`. Otherwise, returns `False`.

Syntax:

```
1. 1
```

```
1. statement1 && statement2
```

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Example:

```
1
2
3
4
5
```

```
"qualify for honors"
marks = 90
attendance_percentage = 87
marks >= 80 && attendance_percentage >= 85
returns True
```

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Syntax:

```
1
```

```
statement1 || statement2
```

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OR	Returns `True` if either statement1 or statement2 (or both) are `True`. Otherwise, returns `False`.	Example:
		`1 2 3 4`
		`"Farewell Party Invitation" Grade = 12 grade == 11 or grade == 12 return True`
		Copied!

NOT	Returns `True` if variable is `False`, and vice versa.	Syntax:
		`1`
		`!variable`
		Copied!

Example:

```
1
2
```

```
!isLocked
returns True if the variable is False (i.e., unlocked).
```

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Conditional Statements

Syntax:

```
1
2
```

```
if condition:
    #code block for if statement
```

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If Statement	Executes code block `if` the condition is `True`.

Example:

```
1
2
```

```
if temperature > 30:
    print("It's a hot day!")
```

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If-Else Statement	Executes the first code block if the condition is `True`, otherwise the second block.

Syntax:

```
1
2
3
4
```

```
if condition:
    # Code, if condition is True
else:
    # Code, if condition is False
```

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Example:

```
1
2
3
4
```

```
if age >= 18:
    print("You're an adult.")
else:
    print("You're not an adult yet.")
```

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Syntax:

```
1
2
3
4
5
6
```

```
if condition1:
   # Code, if condition1 is True
elif condition2:
    # Code, if condition2 is True
else:
    # Code, if no condition is True
```

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If-Elif-Else	Executes the first code block if condition1 is `True`, otherwise checks condition2, and so on. If no condition is `True`, the else block is executed.

Example:

```
1
2
3
4
5
6
```

```
if score >= 90:
    print("You got an A!")
elif score >= 80:
    print("You got a B.")
else:
    print("You need to work harder.")
```

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Range Function

range()

Generates a sequence of numbers within a specified range.

Syntax:

```
1. 1
2. 2
3. 3
```

```
1. range(stop)
2. range(start, stop)
3. range(start, stop, step)
```

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Example:

```
1. 1
2. 2
3. 3
```

```
1. range(5) #generates a sequence of integers from 0 to 4.
2. range(2, 10) #generates a sequence of integers from 2 to 9.
3. range(1, 11, 2) #generates odd integers from 1 to 9.
```

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Loops

For Loop

A `for` loop repeatedly executes a block of code for a specified number of iterations or over a sequence of elements (list, range, string, etc.).

Syntax:

```
1. 1
2. 2
```

```
1. for variable in sequence:
2.      # Code to repeat
```

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Example 1:

```
1. 1
2. 2
```

```
1. for num in range(1, 10):
2.     print(num)
```

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Example 2:

```
1
2
3
```

```
fruits = ["apple", "banana", "orange", "grape", "kiwi"]
for fruit in fruits:
    print(fruit)
```

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Syntax:

```
1
2
```

```
while condition:
    # Code to repeat
```

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While Loop	A `while` loop repeatedly executes a block of code as long as a specified condition remains `True`.	Example:
		
		`1`
		`2`
		`3`
		`4`
		
		`count = 0`
		`while count < 5:`
		`  print(count)`
		`  count += 1`
		
		Copied!

Loop Controls	`break` exits the loop prematurely. `continue` skips the rest of the current iteration and moves to the next iteration.	Syntax:
		
		`1`
		`2`
		`3`
		`4`
		`5`
		`6`
		`7`
		
		`while condition:`
		`  # Code to repeat`
		`  break`

```
4.
5. while condition:
6.     # Code to repeat
7.       continue
```

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Example 1:

```
1. 1
2. 2
3. 3
4. 4
```

```
1. for num in range(1, 6):
2.    if num == 3:
3.        break
4.    print(num)
```

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Example 2:

```
1. 1
2. 2
3. 3
4. 4
```

```
1. for num in range(1, 6):
2.     if num == 3:
3.         continue
4.     print(num)
```

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Functions

Define Function

A `function` is a reusable block of code that performs a specific task or set of tasks when called.

Syntax:

```
1. 1
2. 2
```

```
1. def function_name(parameters):
2.     # Function body
```

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Example:

```
1. 1
2. 2
```

```
1. def greet(name):
2.     print("Hello,", name)
```

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Syntax:

```
1. 1
```

```
1. function_name(arguments)
```

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Function Call	A function call is the act of executing the code within the function using the provided arguments.

Example:

```
1. 1
```

```
1. greet("Alice")
```

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Syntax:

```
1. 1
```

```
1. return value
```

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Return Statement	`Return` is a keyword used to send a value back from a function to its caller.

Example:

```
1. 1
2. 2
3. 3
4. 4
```

```
1. def add(a, b):
2.     return a + b
3.
4. result = add(3, 5)
```

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Exception Handling

Try-Except Block	Tries to execute the code in the try block. If an exception of the specified type occurs, the code in the except block is executed.

Syntax:

```
try:
    # Code that might raise an exception
except ExceptionType:
    # Code to handle the exception
```

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Example:

```
try:
    num = int(input("Enter a number: "))
except ValueError:
    print("Invalid input. Please enter a valid number.")
```

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Try-Except with Else Block	Code in the `else` block is executed if no exception occurs in the try block.

Syntax:

```
try:
    # Code that might raise an exception
except ExceptionType:
    # Code to handle the exception
else:
    # Code to execute if no exception occurs
```

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Example:

```
1
2
3
4
5
6
```

```
try:
    num = int(input("Enter a number: "))
except ValueError:
    print("Invalid input. Please enter a valid number")
else:
    print("You entered:", num)
```

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Try-Except with Finally Block	Code in the `finally` block always executes, regardless of whether an exception occurred.	Syntax:

```
1
2
3
4
5
6
```

```
try:
   # Code that might raise an exception
except ExceptionType:
   # Code to handle the exception
finally:
   # Code that always executes
```

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Example:

```
1
2
3
4
5
6
7
```

```
try:
    file = open("data.txt", "r")
```

```
    data = file.read()
except FileNotFoundError:
    print("File not found.")
finally:
    file.close()
```

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Objects and Classes

Class Definition	Defines a blueprint for creating objects and defining their attributes and behaviors..	Syntax: 1. 1 2. 2 1. class ClassName: 2. # Class attributes and methods Copied! Example: 1. 1 2. 2 3. 3 4. 4 1. class Person: 2. def __init__(self, name, age): 3. self.name = name 4. self.age = age Copied!
Object Creation	Creates an instance of a class (object) using the class constructor.	Syntax: 1. 1 1. object_name = ClassName(arguments) Copied! Example: 1. 1 1. person1 = Person("Alice", 25)

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Author(s)

Pooja Patel

Changelog

Date	Version	Changed by	Change Description
2023-17-10	0.1	Pooja Patel	Initial version created