Python Fundamentals 1 - Glossary

Glossary PF1 Argument
A value provided to a function inside its parentheses, used by the function to perform its task.
Comment
Text in code preceded by # that is ignored by Python, used to annotate programmes.
F-string
A formatted string literal that allows variables or expressions to be embedded inside {} within a string.
Float
Built-in function that converts a value to a floating-point number if possible.
Function
A reusable block of code that performs a specific task, may take inputs (arguments) and return outputs.
Input
Built-in function that reads a line of text entered by the user and returns it as a string.
Int
Built-in function that converts a value to an integer if possible.
Integer
A whole number, positive or negative, without decimals.
Keyword argument

An argument passed to a function by explicitly naming the parameter, often with a default value.

Len

Built-in function that returns the length of a sequence such as a string or list.
Lower()
String method that returns a copy of the string in all lowercase.
Method
A function that is bound to an object, called using dot notation (e.g., string.lower()).
Optional argument
A function argument that has a default value and does not need to be specified.
Print
Built-in function that outputs text or other information to the console.
Replace()
String method that returns a copy of the string with all occurrences of a substring replaced by another.
Split()
String method that splits a string into a list of substrings, using spaces or a specified separator.
Str
Built-in function that converts a value to a string if possible.
String
A sequence of characters enclosed in single or double quotes, representing text data.
Strip()
String method that removes whitespace from the beginning and end of a string.
Syntax
The set of rules that defines how Python code must be written to be understood by the interpreter.
Type

Built-in function that returns the data type (class) of an object.

Upper()

String method that returns a copy of the string in all uppercase.

Variable

A named storage for data that can be referenced and modified in a program.

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