Python

Date/Time

#Create a datetime object (from datetime import datetime, time, date)
mydt = datetime(int(year),int(month),int(day),int(hour),int(min),int(sec))

#Isolate time and date components
mydate = mydt.date() mytime = mydt.time()

#datetime arithmetic
add a day to your mydt:(use timedelta, remember to import it)
mydt + timedelta(days=1)

Essentially: +/- timedelta(days=x, hours=x, minutes=x, seconds=x)

#Replace a date or a time:
mydt = mydt.replace(hour=12)

Print to Screen:
print (t)
#This is how to comment

Store user input:
var = input("please enter: ")

Types of Data:
Integer (23), Float (23.4), String ("hello"), Boolean (TRUE, FALSE)
Finding out what data type my variable "x" is and the length:
type(x) len(x)
Converting to different data types:
str(x) #convert variable x into string
int(y) #convert variable y into integer
float(z) #convert variable z into float

Define a variable:
a = 3
b = 4
t = a + b

String Concatenation:
combine strings and variables together:
x ="string1+ str(age)" + "words"

String Formatting
Use place holders { } in our string - to mark where variables should go to make it easier visualize output. Below are two ways to format:

a,b = "Bob","Ali" #One liner assignment
msg = f'We combo {a} and {b}'
msg2 ="We combo {} and {}".format(a,b)

Try/Except

try:
  <try this which could give an error>
except <the expected error>:
  <do this to show error was caught>
#you can use sys.exit() to stop the script

Handling variables

DECISION MAKING- IF/ELSE statement:

If <condition>:
  <do something>

Elif <condition>:
  <do something>

Else:
  <do something>

DECISION MAKING- While statement:

While <condition>:
  < Do something>

DECISION MAKING- For statement:

For i in my_list:
  < Do something with respect to i>
Note: "i" will store the element

#e.g
my_list = [1,2,3]
For i in my_list:
  print(i)
This will print: 1 2 3

DECISION MAKING- Boolean IF:
#is_hot --> boolean

If is_hot:
  #do this if true

Conditions

Functions:
Define a function:
Def myfunction():
  <Do something>

myfunction() # call function

Example:
def myfun(a,b):
  dump = a + b
  return dump

ans = myfun(1,2)
print("answer: {}".format(ans)
prints --> answer: 3

Class:

A class can have a set of variables and methods.

Inside a class, we call variables: attributes and functions: methods.

The class is a blueprint we use. In our program we create a copy, an "object" of that class. that object has access to the attributes and methods. Here is an example of a class with attributes and methods.

```
class cat:
  #Define some attributes:
  def __init__(self, name, weight):
    self.name  = name
    self.weight = weight

  #Define some methods:
  def myname(self):
    print("My name is: " + self.name)
  def myweight(self):
    print("My weight is: " + self.weight)
```

Outside the class, in the main program, create a cat object:

```
cat1 = cat("Andy","10")
#Call a method defined in the class:
cat1.myname()
```

Notes:

To create the class, we need a constructor containing the attributes followed by any functions.

To define attributes, you need this __init__(). Inside the brackets we need "self" followed by a list of all the attributes. The class will accept parameters to be used within its collection of methods

"self." Is attached to an attribute that you are referencing from the class variables. so you need to always write self.<name_of_variable>.

Classes/functions

Data Structures

List comprehension

We can construct a new list from an old one
New_List = [<do this> for i in my_list]
Do some calculation with respect to "i", for every "i", in this predefined list.

Eg:
my_list = [1,2,3]
*New_List = [i*2 for i in my_list]*
 # New_List becomes [2,4,6]

Loop through a range of values

for i in range(3):
  print(i)
This will print: 0 1 2

for i in range(1,4):
  print(i)
This will print: 1 2 3

Dictionary:
We have a key-value pair in a dictionary, like so:

Key	*Value*
500	"John doe"
501	"Alice walt"

Use a dictionary to store the above information.
Define an empty dictionary:
dict = {}

Create a dictionary:
note left side are the keys which must be string or int
dict = {"500": "John doe", "501": "Alice walt"}

Look up something in the dictionary:
print (dict ["500"]) # this prints:"john doe"

Update an entry in dictionary:
dict["500"] = "Harry Holland"

List:
store a collection of data (of any datatype)
mylist = [1,2,"hey"] # access an element: mylist[i]

Add item to end:
mylist.append(120)

Add value at a certain index:
mylist.insert(<index>, <value>)

Remove or "pop" an item at a given index
mylist.pop(i)

Tuples:
Same as lists except they are immutable- cannot change
Mytuple = (1,2,3)

List unpacking:
Assign variables to elements in a list/tuple:
Coordinates = (1,2,3)
x,y,z = coordinates

Access elements in list:
for i in list:
  # "i" contains element

2D lists
mymatrix = [
  [1,2,3],
  [4,5,6],
  [7,8,9]]
Access elements in 2D list:
for row in mymatrix:
  for element in row:
    print element