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Python Built in Functions

[< Previous](#)
[Next >](#)

Python has a set of built-in functions.

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



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<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



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<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
property()	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

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<code>staticmethod()</code>	Converts a method into a static method
<code>str()</code>	Returns a string object
<code>sum()</code>	Sums the items of an iterator
<code>super()</code>	Returns an object that represents the parent class
<code>tuple()</code>	Returns a tuple
<code>type()</code>	Returns the type of an object
<code>vars()</code>	Returns the <code>__dict__</code> property of an object
<code>zip()</code>	Returns an iterator, from two or more iterators

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