Mémento v1.2.0

Python 3 Cheat Sheet

Official Python documentation on http://docs.python.org/py3k

Base Types

integer, float, boolean, string

```
  int 783    0    -192
float 9.23   0.0   -1.7e-6        (e-6 = 10^-6)
 bool True   False
  str "One\nTwo"   'I\'m'
```

- `str`: immutable, ordered sequence of chars
- `\n`: new line
- `\'`: ' escaped
- multiline: `"""X\tY\tZ 1\t2\t3"""` (`\t`: tab char)

Container Types

- ordered sequence, fast index access, repeatable values

```
  list [1,5,9]   ["x",11,8.9]   ["word"]   []
 tuple (1,5,9)   11,"y",7.4     ("word",)  ()
```

immutable → `str` as an ordered sequence of chars

expression with just comas

- no *a priori* order, unique key, fast key access ; keys = base types or tuples

```
  dict {"key":"value"}                              {}
dictionary {1:"one",3:"three",2:"two",3.14:"π"}
```

key/value associations

```
  set {"key1","key2"}   {1,9,3,0}   set()
```

Identifiers

for variables, functions, modules, classes… names

`a..zA..Z_` followed by `a..zA..Z_0..9`

- diacritics allowed but should be avoided
- language keywords forbidden
- lower/UPPER case discrimination

☺ `a toto x7 y_max BigOne`
☹ ~~`8y and`~~

Conversions

`type(`*expression*`)`

```
int("15")       can specify integer number base in 2nd parameter
int(15.56)      truncate decimal part (round(15.56) for rounded integer)
float("-11.24e8")
str(78.3)       and for litteral representation → repr("Text")
```

see other side for string formating allowing finer control

`bool` → use comparators (with `==`, `!=`, `<`, `>`, …), logical boolean result

`list("abc")` → *use each element from sequence* → `['a','b','c']`

`dict([(3,"three"),(1,"one")])` → `{1:'one',3:'three'}`

`set(["one","two"])` → *use each element from sequence* → `{'one','two'}`

`":".join(['toto','12','pswd'])` → `'toto:12:pswd'`

(`":"`: joining string; `['toto','12','pswd']`: sequence of strings)

`"words with spaces".split()` → `['words','with','spaces']`

`"1,4,8,2".split(",")` → `['1','4','8','2']`

(`","`: splitting string)

Variables assignment

```
x = 1.2+8+sin(0)
```

`x`: variable name (identifier); `1.2+8+sin(0)`: value or calculation expression

```
y,z,r = 9.2,-7.6,"bad"
```

`y,z,r`: variables names; `9.2,-7.6,"bad"`: container with several values (here a tuple)

`x+=3` increment, `x-=2` decrement

`x=None` « undefined » constant value

Sequences indexing

for lists, tuples, strings, …

```
negative index  -6   -5   -4    -3    -2   -1
positive index   0    1    2     3     4    5
          lst=[11,  67,  "abc",  3.14,  42,  1968]
positive slice   0    1    2     3     4    5    6
negative slice  -6   -5   -4    -3    -2   -1
```

`len(lst)` → `6`

individual access to items via `[`*index*`]`

`lst[1]`→`67` `lst[0]`→`11` *first one*

`lst[-2]`→`42` `lst[-1]`→`1968` *last one*

access to sub-sequences via `[`*start slice*`:`*end slice*`:`*step*`]`

`lst[:-1]`→`[11,67,"abc",3.14,42]`

`lst[1:-1]`→`[67,"abc",3.14,42]`

`lst[::2]`→`[11,"abc",42]`

`lst[:]`→`[11,67,"abc",3.14,42,1968]`

`lst[1:3]`→`[67,"abc"]`

`lst[-3:-1]`→`[3.14,42]`

`lst[:3]`→`[11,67,"abc"]`

`lst[4:]`→`[42,1968]`

Missing slice indication → from start / up to end.

On mutable sequences, usable to remove `del lst[3:5]` *and to modify with assignment* `lst[1:4]=['hop',9]`

Boolean Logic

Comparators: `<` `>` `<=` `>=` `==` `!=` (≤ ≥ = ≠)

`a and b` logical and — *both simultaneously*

`a or b` logical or — *one or other or both*

`not a` logical not

`True` true constant value

`False` false constant value

Statements Blocks

```
parent statement:
    statements block 1…
    ⋮
parent statement:
    statements block 2…
    ⋮
next statement after block 1
```

(indentation !)

Conditional Statement

statements block executed only if a condition is true

```
if logical expression:
    statements block
```

can go with several elif, elif... and only one final else, example :

```
if x==42:
    # block if logical expression x==42 is true
    print("real truth")
elif x>0:
    # else block if logical expression x>0 is true
    print("be positive")
elif bFinished:
    # else block if boolean variable bFinished is true
    print("how, finished")
else:
    # else block for other cases
    print("when it's not")
```

Maths

floating point numbers… approximated values! *angles in radians*

Operators: `+` `-` `*` `/` `//` `%` `**` (× ÷ integer ÷ ÷ remainder a^b)

```
(1+5.3)*2→12.6
abs(-3.2)→3.2
round(3.57,1)→3.6
from math import sin,pi…
sin(pi/4)→0.707…
cos(2*pi/3)→-0.4999…
acos(0.5)→1.0471…
sqrt(81)→9.0        √
log(e**2)→2.0       etc. (cf doc)
```

Conditional loop statement

statements block executed as long as condition is true

```
while logical expression:
    statements block
```

```
s = 0
i = 1
```
*initializations **before** the loop*

condition with at least one variable value (here `i`)

```
while i <= 100:
    # statement executed as long as i ≤ 100
    s = s + i**2
    i = i + 1
```
make condition variable change

$$s = \sum_{i=1}^{i=100} i^2$$

```
print("sum:",s)
```
computed result after the loop

be careful of inifinite loops !

Loop control

```
break
```
immediat exit

```
continue
```
next iteration

Iterative loop statement

statements block executed for each item of a sequence of values or an iterator

```
for variable in sequence:
    statements block
```

Go over sequence's **values**

```
s = "Some text"
cnt = 0
```
*initializations **before** the loop*

*loop variable, value managed by **for** statement*

```
for c in s:
    if c == "e":
        cnt = cnt + 1
print("found",cnt,"'e'")
```
Count number of `e` in the string

loop on dict/set = loop on sequence of keys
use slices to go over a subset of the sequence

Go over sequence's **index**

- modify item at index
- access items around index (before/after)

```
lst = [11,18,9,12,23,4,17]
lost = []
for idx in range(len(lst)):
    val = lst[idx]
    if val > 15:
        lost.append(val)
        lst[idx] = 15
print("modif:",lst,"-lost:",lost)
```
Limit values greater than 15, memorization of lost values.

Display / Input

```
print("v=",3,"cm :",x,",",y+4)
```
items to display: litteral values, variables, expressions

`print` options:

- `sep=" "` (items separator, default space)
- `end="\n"` (end of print, default new line)
- `file=f` (print to file, default standard output)

```
s = input("Instructions:")
```
`input` always returns a **string**, convert it to required type (cf boxed *Conversions* on on ther side).

Operations on containers

```
len(c) → items count
min(c)  max(c)  sum(c)
sorted(c) → sorted copy
for idx,val in enumerate(c):
    statements block
val in c → boolean, membersihp operator in (absence not in)
```
*Note: For dictionaries and set, these operations use **keys**.*

Boucle directe sur index et valeur en même temps

*Special for **sequence containeurs** (lists, tuples, strings) :*

```
reversed(c) → reverse iterator
c*5 → duplicate
c+c2 → concatenate
c.index(val) → position
c.count(val) → events count
```

Operations on lists

modify original list

`lst.append(item)`	add item at end
`lst.extend(seq)`	add sequence of items at end
`lst.insert(idx,val)`	insert item at index
`lst.remove(val)`	remove first item with value
`lst.pop(idx)`	remove item at index and return its value
`lst.sort()` `lst.reverse()`	sort / reverse list *in place*

Operations on dictionaries

```
d[key]=value    d.clear()
d[key]→value    del d[clé]
d.update(d2)   update/add associations
d.keys()
d.values()     views on keys, values associations
d.items()
d.pop(clé)
```

Operations on sets

Operators:

- `|` → union (vertical bar char)
- `&` → intersection
- `-` `^` → difference/symetric diff
- `<` `<=` `>` `>=` → inclusion relations

```
s.update(s2)
s.add(key)  s.remove(key)
s.discard(key)
```

Generator of int sequences

frequently used in `for` iterative loops

default 0, not included

```
range([start,]stop[,step])
range(5) → 0 1 2 3 4
range(3,8) → 3 4 5 6 7
range(2,12,3) → 2 5 8 11
```

`range` returns a « generator », converts it to list to see the values, example:

```
print(list(range(4)))
```

Function definition

function name (identifier), named parameters

```
def fctname(p_x,p_y,p_z):
    """documentation"""
    # statements block, res computation, etc.
    return res
```
result value of the call. if no computed result to return: `return None`

parameters and all of this bloc only exist *in* the block and *during* the function call (*"black box"*)

Function call

```
r = fctname(3,i+2,2*i)
```
one argument per parameter

retrieve returned result (if necessary)

Files

storing data on disk, and reading it back

```
f = open("fil.txt","w",encoding="utf8")
```

- file **variable** for operations
- **name** of file on disk (+path…) — cf functions in modules `os` and `os.path`
- opening **mode**: `'r'` read, `'w'` write, `'a'` append…
- **encoding** of chars for text files: `uft8` `ascii` `latin1` …

writing

```
f.write("hello")
```
*text file → read /write only **strings**, convert from/to required type.*

reading

```
s = f.read(4)
```
empty string if end of file; if char count not specified, read whole file

read next line

```
s = f.readline()
```

```
f.close()
```
don't forget to close file after use

Pythonic automatic close : `with f as open(…):`

very common: iterative loop reading lines of a text file

```
for line in f :
    # line processing block
```

Strings formating

formating directives, values to format

```
"model {} {} {}".format(x,y,r) → str
"{selection:formating!conversion}"
```

- **Selection** :
  - `2`
  - `x`
  - `0.nom`
  - `4[key]`
  - `0[2]`
- **Formating** :

fillchar *alignment* *sign* *minwidth*.*precision~maxwidth* *type*

`< > ^ =` `+ - space` `0` at start for filling with 0

integer: `b` binary, `c` char, `d` decimal (default), `o` octal, `x` or `X` hexa…

float: `e` or `E` exponential, `f` or `F` fixed point, `g` or `G` appropriate (default), `%` percent

string : `s` …

- **Conversion** : `s` (readable text) or `r` (litteral representation)

Examples:

```
"{:+2.3f}".format(45.7273)
→'+45.727'
"{1:>10s}".format(8,"toto")
→'      toto'
"{!r}".format("I'm")
→'"I\'m"'
```