Walker's Wolfram Language Cheat Sheet

```
/@ (Map)
 In[*]:= Times[#, 2] & /@ {1, 2, 3, 4, 5}
Out[ • ]=
       {2, 4, 6, 8, 10}
       @@ (Apply)
 In[@]:= StringJoin@@ {"party", " -- ", "SO fun!"}
Out[ • ]=
       party -- SO fun!
       @@@ (Map Apply)
 <code>/// In[*]:= StringJoin@@@ {{"Is there...", "a party?"}, {"Or is there...", "not?"}}</code>
Out[ • ]=
       {Is there...a party?, Or is there...not?}
       //
 In[*]:= {"party", " -- ", "SO fun!"} // StringJoin
Out[ • ]=
       party -- SO fun!
       Manipulate
 In[*]:= Manipulate[Times[m, 2], {m, 5}]
Out[ • ]=
                                      0
           10
       Table
 In[@]:= Table[Times[n, 2], {n, {1, 2, 3, 4, 5}}]
Out[ • ]=
       {2, 4, 6, 8, 10}
       Array
 In[*]:= Array[Times[#, 2] &, 5]
Out[ • ]=
       {2, 4, 6, 8, 10}
       Module
```

```
In[*]:= Module[\{x = 2, y = 3\}, x * y]
Out[ • ]=
        6
        Style
 In[*]:= Style["Party!", Pink, 50]
Out[ • ]=
```

Party!

Rasterize

In[@]:= Rasterize[Style["Party!", Pink, 50]] Out[•]=

Party!

Color Negate

In[@]:= ColorNegate[Rasterize[Style["Party!", Pink, 50]]] Out[•]=

Graphics + Regular Polygon

In[@]:= Graphics[Style[RegularPolygon[5], Blue]] Out[•]=

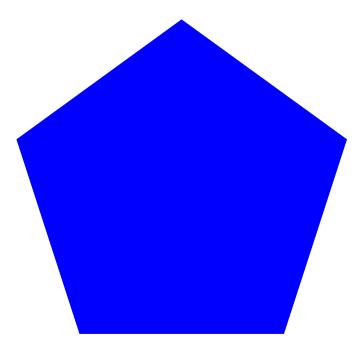


Image Add

In[@]:= ImageAdd[Graphics[Style[RegularPolygon[5], Blue]], Rasterize[Style["Party!", Pink, 50]]]

Out[•]=



Point + Point Size

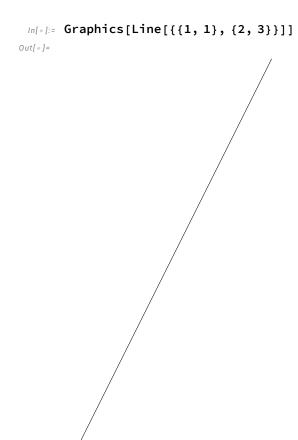
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Out[•]=





Line



End Points on a Line

```
In[*]:= Graphics[{PointSize[0.1],
         Point[{{1, 1}, {2, 3}}],
         Line[{{1, 1}, {2, 3}}]
        }]
Out[ • ]=
```

Conditional Tests

In[•]:= 10 == 2 10 > 2 10 < 2 Out[•]= False Out[•]= True Out[•]=

False

Q Tests

```
IntegerQ[10]
       MemberQ[{8, 9, 10}, 10]
       PrimeQ[10]
       NumberQ["10"]
       LetterQ["10"]
Out[ • ]=
       True
Out[ • ]=
       True
Out[ • ]=
       False
Out[ • ]=
       False
Out[ • ]=
       False
       lf
 In[@]:= If[PrimeQ[#], #, Nothing] & /@ Range[23]
Out[ • ]=
       {2, 3, 5, 7, 11, 13, 17, 19, 23}
```