







## Keywords


Keyword	Description	Code Examples
<code>False</code> , <code>True</code>	Boolean data type	<code>False == (1 &gt; 2)</code> <code>True == (2 &gt; 1)</code> 
<code>and</code> , <code>or</code> , <code>not</code>	Logical operators → Both are true → Either is true → Flips Boolean	<code>True and True</code> # True <code>True or False</code> # True <code>not False</code> # True
<code>break</code>	Ends loop prematurely	<code>while True:</code> <code>break</code> # finite loop
<code>continue</code>	Finishes current loop iteration	<code>while True:</code> <code>continue</code> <code>print("42")</code> # dead code
<code>class</code>	Defines new class	<code>class Coffee:</code> # Define your class
<code>def</code>	Defines a new function or class method.	<code>def say_hi():</code> <code>print('hi')</code>
<code>if</code> , <code>elif</code> , <code>else</code>	Conditional execution: - "if" condition == True? - "elif" condition == True? - Fallback: else branch	<code>x = int(input("ur val:"))</code> <code>if x &gt; 3: print("Big")</code> <code>elif x == 3: print("3")</code> <code>else: print("Small")</code>
<code>for</code> , <code>while</code>	# For loop <code>for i in [0,1,2]:</code> <code>print(i)</code>	# While loop does same <code>j = 0</code> <code>while j &lt; 3:</code> <code>print(j); j = j + 1</code> 
<code>in</code>	Sequence membership	<code>42 in [2, 39, 42]</code> # True
<code>is</code>	Same object memory location	<code>y = x = 3</code> <code>x is y</code> # True <code>[3] is [3]</code> # False
<code>None</code>	Empty value constant	<code>print()</code> is None # True
<code>lambda</code>	Anonymous function	<code>(lambda x: x+3)(3)</code> # 6 
<code>return</code>	Terminates function. Optional return value defines function result.	<code>def increment(x):</code> <code>return x + 1</code> <code>increment(4)</code> # returns 5

## Basic Data Structures

Type	Description	Code Examples
Boolean	The Boolean data type is either <code>True</code> or <code>False</code> . Boolean operators are ordered by priority: <code>not</code> → <code>and</code> → <code>or</code> <code>{}</code> →  <code>{1, 2, 3}</code> → 	<code>## Evaluates to True:</code> <code>1&lt;2 and 0&lt;=1 and 3&gt;2 and 2&gt;=2 and 1==1 and 1!=0</code>  <code>## Evaluates to False:</code> <code>bool(None or 0 or 0.0 or '' or [] or {} or set())</code>  <b>Rule:</b> <code>None</code> , <code>0</code> , <code>0.0</code> , empty strings, or empty container types evaluate to <code>False</code>
Integer, Float	An <b>integer</b> is a positive or negative number without decimal point such as 3.  A <b>float</b> is a positive or negative number with floating point precision such as 3.1415926.  <b>Integer division</b> rounds toward the smaller integer (example: <code>3//2==1</code> ).	<code>## Arithmetic Operations</code> <code>x, y = 3, 2</code> <code>print(x + y)</code> # 5 <code>print(x - y)</code> # 1 <code>print(x * y)</code> # 6 <code>print(x / y)</code> # 1.5 <code>print(x // y)</code> # 1 <code>print(x % y)</code> # 1 <code>print(-x)</code> # -3 <code>print(abs(-x))</code> # 3 <code>print(int(3.9))</code> # 3 <code>print(float(3))</code> # 3.0 <code>print(x ** y)</code> # 9
String	Python Strings are sequences of characters.  <b>String Creation Methods:</b> 1. Single quotes <code>&gt;&gt;&gt; 'Yes'</code> 2. Double quotes <code>&gt;&gt;&gt; "Yes"</code> 3. Triple quotes (multi-line) <code>&gt;&gt;&gt; """Yes</code> We Can""" 4. String method <code>&gt;&gt;&gt; str(5) == '5'</code> True 5. Concatenation <code>&gt;&gt;&gt; "Ma" + "hatma"</code> <code>'Mahatma'</code>  <b>Whitespace chars:</b> Newline \n, Space \s, Tab \t	<code>## Indexing and Slicing</code> <code>s = "The youngest pope was 11 years"</code> <code>s[0]</code> # 'T' <code>s[1:3]</code> # 'he' <code>s[-3:-1]</code> # 'ar' <code>s[-3:]</code> # 'ars'   <code>x = s.split()</code> <code>x[-2] + " " + x[2] + "s" # '11 popes'</code>  <code>## String Methods</code> <code>y = " Hello world\t\n "</code> <code>&gt;&gt;&gt; str.strip()</code> # Remove Whitespace <code>"HI".lower()</code> # Lowercase: 'hi' <code>"hi".upper()</code> # Uppercase: 'HI' <code>"hello".startswith("he")</code> # True <code>"hello".endswith("lo")</code> # True <code>"hello".find("ll")</code> # Match at 2 <code>"cheat".replace("ch", "m")</code> # 'meat' <code>''.join(["F", "B", "I"])</code> # 'FBI' <code>len("hello world")</code> # Length: 15 <code>"ear" in "earth"</code> # True

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## Complex Data Structures

Type	Description	Example
List	Stores a sequence of elements. Unlike strings, you can modify list objects (they're <i>mutable</i> ).	<code>l = [1, 2, 2]</code> <code>print(len(l))</code> # 3 
Adding elements	Add elements to a list with (i) <code>append</code> , (ii) <code>insert</code> , or (iii) list concatenation.	<code>[1, 2].append(4)</code> # [1, 2, 4] <code>[1, 4].insert(1,9)</code> # [1, 9, 4] <code>[1, 2] + [4]</code> # [1, 2, 4]
Removal	Slow for lists	<code>[1, 2, 2, 4].remove(1)</code> # [2, 2, 4]
Reversing	Reverses list order	<code>[1, 2, 3].reverse()</code> # [3, 2, 1]
Sorting	Sorts list using fast Timsort	<code>[2, 4, 2].sort()</code> # [2, 2, 4]
Indexing	Finds the first occurrence of an element & returns index. Slow worst case for whole list traversal.	<code>[2, 2, 4].index(2)</code> # index of item 2 is 0 <code>[2, 2, 4].index(2,1)</code> # index of item 2 after pos 1 is 1
Stack	Use Python lists via the list operations <code>append()</code> and <code>pop()</code>	<code>stack = [3]</code> <code>stack.append(42)</code> # [3, 42] <code>stack.pop()</code> # 42 (stack: [3]) <code>stack.pop()</code> # 3 (stack: [])
Set	An unordered collection of unique elements ( <i>at-most-once</i> ) → fast membership <i>O(1)</i>	<code>basket = {'apple', 'eggs', 'banana', 'orange'}</code> <code>same = set(['apple', 'eggs', 'banana', 'orange'])</code>

Type	Description	Example
Dictionary	Useful data structure for storing (key, value) pairs	<code>cal = {'apple': 52, 'banana': 89, 'choco': 546}</code> # calories
Reading and writing elements	Read and write elements by specifying the key within the brackets. Use the <b>keys()</b> and <b>values()</b> functions to access all keys and values of the dictionary	<code>print(cal['apple'] &lt; cal['choco'])</code> # True <code>cal['cappu'] = 74</code> <code>print(cal['banana'] &lt; cal['cappu'])</code> # False <code>print('apple' in cal.keys())</code> # True <code>print(52 in cal.values())</code> # True
Dictionary Iteration	You can access the (key, value) pairs of a dictionary with the <b>items()</b> method.	<code>for k, v in cal.items():</code> <code>print(k) if v &gt; 500 else ''</code> # 'choco'
Membership operator	Check with the <b>in</b> keyword if set, list, or dictionary contains an element. Set membership is faster than list membership.	<code>basket = {'apple', 'eggs', 'banana', 'orange'}</code> <code>print('eggs' in basket)</code> # True <code>print('mushroom' in basket)</code> # False
List & set comprehension	List comprehension is the concise Python way to create lists. Use brackets plus an expression, followed by a <i>for</i> clause. Close with zero or more <i>for</i> or <i>if</i> clauses. Set comprehension works similar to list comprehension.	<code>l = ['hi ' + x for x in ['Alice', 'Bob', 'Pete']]</code> # ['Hi Alice', 'Hi Bob', 'Hi Pete']  <code>l2 = [x * y for x in range(3) for y in range(3) if x&gt;y]</code> # [0, 0, 2]  <code>squares = {x**2 for x in [0,2,4] if x &lt; 4}</code> # {0, 4}

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