



UDACITY

University by Industry

Python Quick Review

- Variables and Assignment
- Arithmetic Operators
- Strings and String Methods
- Boolean Operators
- Loops
- Functions and Modules
- Data Structures
- File Operations

Variables and assignments

```
>>> riyadh_pop = 6506700
```

```
# reassignment
```

```
>>> riyadh_pop = riyadh_pop + 120
```

```
# reassignment operators
```

```
>>> riyadh_pop += 120
```

```
>>> riyadh_pop -= 10
```

```
>>> riyadh_pop *= 1.1
```

```
>>> riyadh_pop /= 2
```

Variables **names** can use *letters*, *digits*, and the *underscore*

Arithmetic operators

Operator	Functionality
+	Addition (String, tuple, list concatenation)
-	Subtraction (Set difference)
*	Multiplication (String, tuple, list multiplication)
/	Division
%	Modulus
**	Exponentiation
//	Integer division rounded towards minus infinity

Strings

Examples:

```
'I am a string'
```

```
"me too"
```

```
>>> name = "Muhammed"
```

```
>>> 'Have a ' + "good day, " + name  
Have a good day, Muhammed
```

```
>>> print len(name)
```

```
8
```

String methods

Function	Meaning
<code>capitalize(s)</code>	Copy of <code>s</code> with only the first character capitalized
<code>capwords(s)</code>	Copy of <code>s</code> with first character of each word capitalized
<code>center(s, width)</code>	Center <code>s</code> in a field of given <code>width</code>
<code>count(s, sub)</code>	Count the number of occurrences of <code>sub</code> in <code>s</code>
<code>find(s, sub)</code>	Find the first position where <code>sub</code> occurs in <code>s</code>
<code>join(list)</code>	Concatenate <code>list</code> of strings into one large string
<code>ljust(s, width)</code>	Like <code>center</code> , but <code>s</code> is left-justified
<code>lower(s)</code>	Copy of <code>s</code> in all lowercase characters
<code>lstrip(s)</code>	Copy of <code>s</code> with leading whitespace removed
<code>replace(s, oldsub, newsub)</code>	Replace all occurrences of <code>oldsub</code> in <code>s</code> with <code>newsub</code>
<code>rfind(s, sub)</code>	Like <code>find</code> , but returns the rightmost position
<code>rjust(s, width)</code>	Like <code>center</code> , but <code>s</code> is right-justified
<code>rstrip(s)</code>	Copy of <code>s</code> with trailing whitespace removed
<code>split(s)</code>	Split <code>s</code> into a list of substrings (see text).
<code>upper(s)</code>	Copy of <code>s</code> with all characters converted to upper case

String formatting

```
>>> name = "Muhammed"
```

```
>>> track = "DAND"
```

```
>>> welcome_message = "Welcome {}, to {}  
connect session".format(name, track)
```

```
>>> welcome_message = "Welcome %s, to %s  
connect session" %(name, track)
```

```
>>> print welcome_message
```

```
"Welcome Muhammed, to DAND connect session"
```

Booleans and comparisons

```
>>> the_sun_is_up = True
```

```
>>> the_sky_is_blue = False
```

Operator	Functionality
less than	<
greater than	>
less than or equal to	<=
greater than or equal to	>=
equal to	==
not equal to	!=

If, in python

```
if points <= 50:  
    print "Congratulations, you won a yellow rubber duck!"  
elif points <= 150:  
    print "Congratulations, you won a wooden rabbit!"  
else:  
    print "Sorry, 150 is highest allowed number"
```

Notice the indentation highlighted in orange, this eliminates the need for curly brackets {}, it's python way of defining code blocks.

Boolean expressions

```
if is_raining and is_sunny:  
    print "Is there a rainbow?"
```

```
if location=="Riyadh" or location=="Khobar":  
    send_email()
```

```
if name is not None:  
    print("Welcome {}".format(name))
```

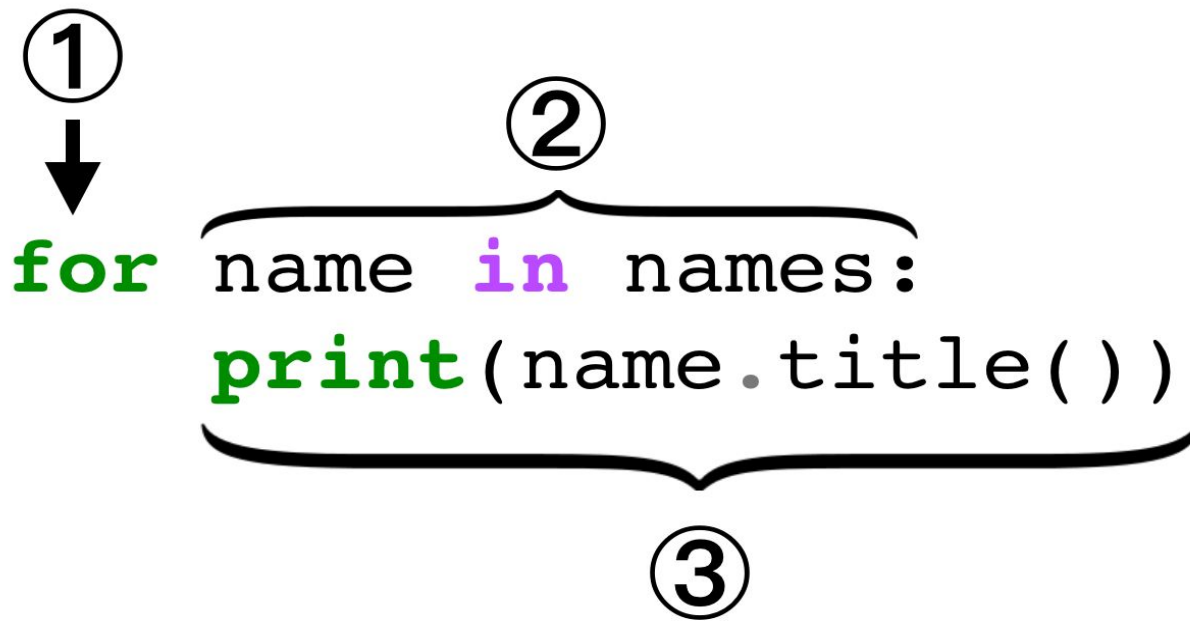
For loops

```
names = ['mohsen samir', 'salah hosny',  
         'medhat morad', 'emad ehab']
```

①
↓
for name **in** names:
 print(name.title())

②

③



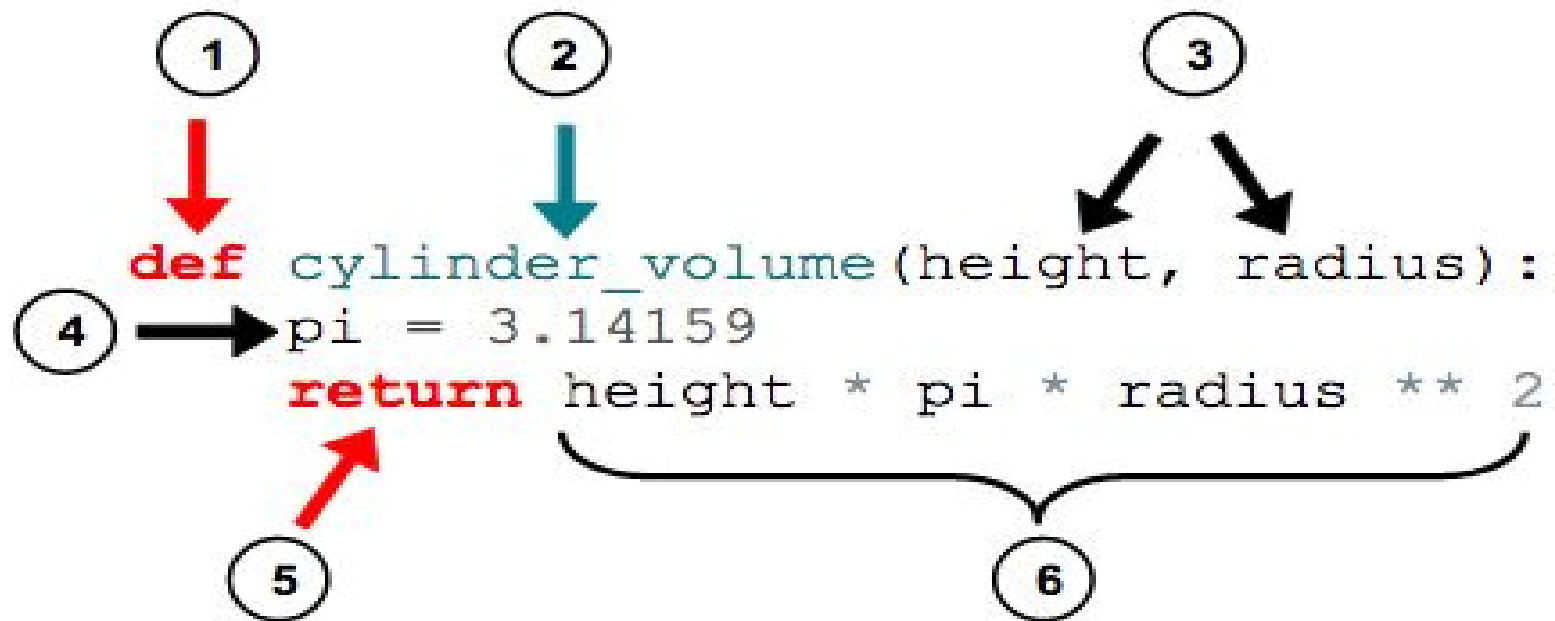
While loops

```
card_deck = [4, 11, 8, 5, 13, 2, 8, 10]  
hand = []
```

The diagram illustrates the components of a while loop. It shows the code: `while sum(hand) <= 21:` followed by `hand.append(card_deck.pop())`. Three numbered annotations are present: ① points to the `while` keyword; ② is a brace over the condition `sum(hand) <= 21`; ③ is a brace under the body `hand.append(card_deck.pop())`.

```
①  
↓  
while sum(hand) <= 21:  
    hand.append(card_deck.pop())  
③
```

Functions



Default arguments

```
def todo_list(new_task, base_list=['wake up']):  
    base_list.append(new_task)  
    return base_list
```

We can call the function like this:

```
>>> todo_list("check the mail")  
['wake up', 'check the mail']
```

Importing modules

```
>>> import math
```

```
>>> print math.factorial(3)
```

```
6
```

```
>>> from collections import defaultdict
```

```
>>> from collections import defaultdict, namedtuple
```

```
>>> import multiprocessing as mp
```

```
>>> from csv import reader as csvreader
```

One technique that should NOT be used

```
from random import *
```

Commonly used modules

csv: very convenient for reading and writing csv files

collections: useful extensions of the usual data types including OrderedDict, defaultdict and namedtuple

random: generates pseudo-random numbers, shuffles sequences randomly and chooses random items

string: more functions on strings. This module also contains useful collections of letters like string.digits (a string containing all characters with are valid digits).

re: pattern-matching in strings via regular expressions

math: some standard mathematical functions

os: interacting with operating systems

os.path: submodule of os for manipulating path names

sys: work directly with the Python interpreter

json: good for reading and writing json files (good for web work)

Lists

Lists are **mutable**, **indexed**, **ordered** container

Indexed from zero to length-1

```
a = [] # the empty list
a = ['dog', 'cat', 'bird'] # simple list
a = [[1, 2], ['a', 'b']] # nested lists
a = [1, 2, 3] + [4, 5, 6] # concatenation
a = [1, 2, 3] * 4 # replication
a = list(x) # conversion

if 1 in a:
    print a
```

List slicing

```
x = [0,1,2,3,4,5,6,7,8]
```

```
x[2]           # 3rd element - reference not slice
```

```
x[1:3]         # 2nd to 3rd element (1, 2)
```

```
x[:3]          # The first three elements (0,1,2)
```

```
x[-3:]         # last three elements
```

```
x[:-3]         # all but the last three elements
```

```
x[:]           # every element of x – copies x
```

```
x[1:-1]        # all but first and last element
```

```
x[::3]          # (0, 3, 6, 9, ...) 1st then every 3rd
```

```
x[1:5:2]        # (1,3) start 1, stop >= 5, every 2nd
```

List methods

Method	What it does
<code>l.append(x)</code>	Add x to end of list
<code>l.extend(other)</code>	Append items from other
<code>l.insert(pos, x)</code>	Insert x at position
<code>del l[pos]</code>	Delete item at pos
<code>l.remove(x)</code>	Remove first occurrence of x; An error if no x
<code>l.pop([pos])</code>	Remove last item from list (or item from pos); An error if empty list
<code>l.index(x)</code>	Get index of first occurrence of x; An error if x not found
<code>l.count(x)</code>	Count the number of times x is found in the list
<code>l.sort()</code>	In place list sort
<code>l.reverse(x)</code>	In place list reversal

Tuples

Tuples useful when you have two or more values that are so closely related that they will always be used together, like latitude and longitude coordinates.

```
>>> dimensions = 52,40,100
```

```
>>> length,width,height = dimensions
```

```
>>> print "The dimensions are  
{0}x{1}x{2}".format(length, width, height)
```

```
The dimensions are 52x40x100
```

Sets

A Python set is an unordered, mutable collection of unique hashable objects.

<code>a = set()</code>	empty set
<code>a = {'red', 'white', 'blue'}</code>	simple set
<code>a = set(x)</code>	convert list

Dictionaries

Rather than storing single objects like lists and sets do, dictionaries store pairs of elements: **keys** and **values**

```
elements = {'hydrogen': 1, 'helium': 2,  
'carbon': 6}
```

```
>>> print element['carbon']
```

```
6
```

Iterating a dictionary

```
for key in dictionary:
```

```
    print key
```

```
for key, value in dictionary.items():
```

```
    print key, value
```

Dealing with files

```
f = open('/my_path/my_file.txt', 'w')
f.write("Hello World!")
f.close()
```

Cleaner more convenient way:

```
>>> with open('/my_path/my_file.txt', 'r') as f:
f:
>>>     file_data = f.read()
```

```
>>> with open('/my_path/my_file.txt', 'r') as f:
>>> ...     file_data = f.read()
```

close file
after block
is executed

create file
object and
call it f

read f and
assign to
file_data

Additional Resources

[Python Tutorial: TutorialsPoint](#)

[Learn Python \(Interactive Guide\)](#)

[Python Tutor \(A tool for visualizing execution\)](#)