

Python Toolkit

---CONTROL STRUCTURES---

if: else: elif:

Basic logic statements

ternary operator:

Variable assignment and if statement

ex. var = "yes!" if True else "no...."

while:

While the statement remains true, loop

for:

Modified while loop, iterates and changes each iteration

break:

Breaks out of the current loop immediately, does not continue looping

continue:

Skips over the current loop, continues looping

---BUILT IN FUNCTIONS---

print()

Prints out to the console

ex. print("Hello, World!")

ex. print(1, 2, 3)

input()

Takes user input from the console

ex. var = input("Type a number:")

print(var)

len()

Returns the length of the given string or list

ex. len("iD Tech!")

ex. len([1, 2, 3])

range()

Returns a range from the first number to the number before the last number

ex. range(0, 12)

ex. range(0, len("hello"))

abs()

Returns the absolute value of a number

ex. `abs(10 - 11)`

pow()

Returns the first number to the power of the second number, same as `**` operator

ex. `pow(3, 3)`

max(), *min()*

Returns the largest and smallest number in a list of numbers respectively

ex. `max([1, 3, 2])`

ex. `min([1, 3, 2])`

sum()

Returns a sum of the given list

ex. `sum([1, 2, 3])`

hash()

Returns the hash value for a given item, integers are returned as themselves

ex. `hash("hello")`

isinstance()

Returns whether or not the given object is of a certain type or class

ex. `isinstance("hello", str)`

ex. `isinstance(42, int)`

bin(), *hex()*

Returns a binary or hex representation of the given integer

ex. `bin(52)`

ex. `hex(255)`

---STRINGS---

"Hello World!"

Basic text/string! Can be surrounded by single or double quotes

Escape Characters

`\t` Tab

`\n` Newline

`\"` `\'` Quotes

`\\` Backslash

str + str

String addition

ex. `"cat" + "dog"`

str * *x*

String multiplication

ex. "Wow" * 3

str[*x*], *str*[-*x*]

Referencing single characters inside strings, putting a negative sign in front of the number refers to the index from the back

ex. "Dog"[0]

ex. "cat"[-1]

str[:]

Referencing sections of strings not including the number after the colon

ex. "Large dog"[:5]

ex. "wow great"[4:6]

str.lower() *str.upper()*

Returns lowercase and uppercase versions of the string respectively

ex. "BIG".lower()

ex. "small".upper()

str.replace()

Replaces the given characters with other characters

ex. "this string without spaces".replace(" ", "")

ex. "a cdef".replace("def", "at")

str.split()

Splits the string into a list of strings around the given character

ex. "Thats a lot".split()

ex. "abcabcabc".split("a")

---LISTS---

[1, 2, 3, 4]

Default list, refers to individual objects in the list the same as strings

Useful List Commands

list.append()

list.insert()

list.remove()

list.pop()

list.count()

list.sort()

[["X", "X", "O"], ["O", "O", "X"], ["X", "X", "O"]]

Two dimensional list! Instead of referring to `list[0]`, refer to `list[0][0]`

ex. for list in lists:

```
for num in list:  
    print(num)
```

---OPERATORS---

and

Boolean and operator, both statements must be true for and to be true
ex. True and True
ex. True and False

or

Boolean or operator, either statement can be true for or to be true
ex. False or True

not

Boolean not operator, returns the inverse of the boolean
ex. not False

in

Boolean operator, returns true if object is in the given list
ex. 1 in [1, 2, 3]

==, <, <=, >, >=

Comparison operators with equals, less than, greater than etc.
ex. 5 > 12
ex. 5 == 5

+, +=, -, -=, *, *=, /, /=

Basic math operators, operators with assignments as well
ex. Incr += 1
ex. 5 * 5

//, //=

Floor division and floor division assignment
ex. 5//2
ex. 8//10

%

Mod operator, returns remainder after division, useful for determining even or odd
ex. 5 % 2
ex. 8 % 10

& - Bitwise AND

| - Bitwise OR

<< >>

Bitwise bit shifting, shifts an integer a certain number of bits right or left
ex. 4 << 2
ex. 16 >> 3