

Data 6 Python Cheat Sheet

This cheat sheet has been modified from the Data 6 Python Reference and includes all of the functions and table methods that you will need for the final exam.

Built-In Python Functions

Function	Description	Input	Output
<code>str(val)</code>	Converts <code>val</code> to a string	A value of any type	The value as a string
<code>int(num)</code>	Converts <code>num</code> to an int	A numerical value (string or float)	The value as an int
<code>float(num)</code>	Converts <code>num</code> to a float	A numerical value (string or int)	The value as a float
<code>len(arr)</code>	Returns the length of <code>arr</code>	array or list	int : the length of the array or list
<code>max(arr)</code> or <code>min(arr)</code>	Returns the maximum or minimum value in <code>arr</code>	array or list	The maximum or minimum value the array (usually an int)
<code>sum(arr)</code>	Returns the sum of the values in <code>arr</code>	array or list	int or float : the sum of the values in the array
<code>abs(num)</code>	Returns the absolute value of <code>num</code>	int or float	int or float

NumPy Array Functions

Function	Description	Input	Output
<code>np.array(val1, val2, ...)</code>	Makes a NumPy array with the inputted values	A sequence of values	An array with those values
<code>np.mean(arr)</code> or <code>np.average(arr)</code>	Calculates the average value of <code>arr</code>	An array of numbers	float : array average

<code>np.sum(arr)</code>	Returns the sum of the values in <code>arr</code>	array	int or float: sum of array values
<code>np.arange(stop)</code> , <code>np.arange(start, stop)</code> , or <code>np.arange(start, stop, step)</code>	Creates an array of numbers starting at <code>start</code> , going up in increments of <code>step</code> (default is 1), and going up to but excluding <code>stop</code> .	int or float	array

Tables and Table Methods

Function	Description	Input	Output
<code>tbl.with_column(name, values)</code>	Adds an extra column onto <code>tbl</code> with the label <code>name</code> and <code>values</code> as the column values	1. string: name of the new column 2. array: values in the column	Table: a copy of the original table with the new column
<code>tbl.column(col)</code>	Returns the values in a column	string or int: the column name or index	array: the values in that column
<code>tbl.num_rows</code> , <code>tbl.num_columns</code>	Computes the number of rows or columns in <code>tbl</code>	None	int: number of rows or columns in the table
<code>tbl.select(col1, col2, ...)</code>	Creates a copy of <code>tbl</code> only with the selected columns	string or int: the column name(s) or index(es) to be included in the table	Table with the selected columns
<code>tbl.drop(col1, col2, ...)</code>	Creates a copy of <code>tbl</code> without the selected columns	string or int: the column name(s) or index(es) to be dropped from the table	Table without the selected columns
<code>tbl.sort(column_name)</code>	Sorts the rows of <code>tbl</code> by the values in the <code>column_name</code> column.	1. string or int: name or index of the column to sort	Table: a copy of the original table sorted by the column

		2. (Optional) <code>descending=True</code>	
<code>tbl.where(column, predicate)</code>	Creates a copy of <code>tbl</code> containing only the rows where the value of <code>column</code> matches the <code>predicate</code> . See <code>Table.where</code> predicates below.	1. string or int : column name or index 2. <code>are(...)</code> predicate	Table : a copy of the original table with only the rows that match the predicate
<code>tbl.take(row_indices)</code>	Creates a table with only the rows at the given indices. <code>row_indices</code> is either an array of indices or an integer corresponding to one index.	int or array : indices of rows to be included in the table	Table : copy of the original table with the rows at the given indices
<code>tbl.apply(function)</code> or <code>tbl.apply(function, col1, col2, ...)</code>	Returns an array of values resulting from applying a function to each item in a column.	1. Function : function to apply to column 2. (Optional) string or int : the column name(s) or index(es) to apply the function to	array containing an element for each value in the original column after applying the function
<code>tbl.group(column, function)</code>	Groups rows in <code>tbl</code> by unique values in a column. Values in the other columns are aggregated by count (by default) or the optional argument <code>function</code> .	1. string : column on which to group 2. (Optional) Function : function to aggregate values in cells (defaults to counting rows)	Table a new grouped table
<code>tbl.pivot(col1, col2, values, collect)</code>	Creates a pivot table where each unique value in <code>col1</code> has its own column and each unique value in <code>col2</code> has its own row. Counts or aggregates values from a third column, collected with some function.	1. string : column in <code>tbl</code> for the pivot table columns 2. string : column in <code>tbl</code> for the pivot table rows 3. (Optional) string : column in <code>tbl</code> for the pivot table values	Table : a new pivot table

		4. (Optional) Function: how the values are collected	
<code>tblA.join(colA, tblB, colB)</code>	Generate a table with the columns of <code>tblA</code> and <code>tblB</code> , containing rows for all values in <code>colA</code> and <code>colB</code> that appear in <code>tblA</code> and <code>tblB</code> , respectively.	1. string: name of column in <code>tblA</code> 2. Table: the other table 3. (Optional) string: the name of the shared column in <code>tblB</code>	Table: a new combined table

Visualization Functions

Function	Description	Input	Output
<code>tbl.barh(categories)</code> or <code>tbl.barh(categories, values)</code>	Displays a horizontal bar chart with bars for each category in the column <code>categories</code> . <code>values</code> specifies the column corresponding to the size of each bar.	1. string: name of the column with categories 2. (Optional) string: name of categories column	None: draws a bar chart
<code>tbl.hist(column)</code>	Generates a histogram of the numerical values in <code>column</code> .	string: name of the column	None: draws a histogram
<code>tbl.plot(x_column, y_column)</code> or <code>tbl.plot(x_column)</code>	Draws a line plot consisting of one point for each row in <code>tbl</code> . If only <code>x_column</code> is specified, <code>plot</code> will plot the rest of the columns on the y-axis with different colored lines.	1. string: name of the column on the x-axis 2. string: name of the column on the y-axis	None: draws a line graph
<code>tbl.scatter(x_column, y_column)</code>	Draws a scatter plot consisting of one point for each row in <code>tbl</code> .	1. string: x-axis column 2. string: y-axis column	None: draws a scatter plot

Table.where Predicates

These functions can be passed in as the second argument to `tbl.where(..)` and act as a condition by which to select rows from `tbl`.

Predicate	Description
<code>are.equal_to(Z)</code>	Equal to <code>Z</code> (can be an int , float or string)
<code>are.above(x)</code> , <code>are.above_or_equal_to(x)</code>	Greater than (or equal to) <code>x</code>
<code>are.below(x)</code> , <code>are.below_or_equal_to(x)</code>	Less than (or equal to) <code>x</code>
<code>are.between(x,y)</code> , <code>are.between_or_equal_to(x,y)</code>	Greater than (or equal to) <code>x</code> , and less than (or equal to) <code>y</code>
<code>are.strictly_between(x,y)</code>	Greater than <code>x</code> and less than <code>y</code>
<code>are.contained_in(A)</code>	True if it is a substring of <code>A</code> (if <code>A</code> is a **string**) or an element of <code>A</code> (if <code>A</code> is an array)
<code>are.containing(S)</code>	Contains the string <code>S</code>

Conditional Statements and Iteration

Syntax	Description
<pre>if <if expression>: <if body> elif <elif expression>: <elif body> else: <else body></pre>	Executes the code in <code><if body></code> only if <code><if expression></code> evaluates to <code>True</code> . If <code><if expression></code> is <code>False</code> , checks <code><elif expression></code> and executes code in <code><elif body></code> if <code>True</code> . Otherwise, executes the code in <code><else body></code>
<pre>for <element> in <sequence>: <for body></pre>	Repeats code in <code><for body></code> for each <code><element></code> in <code><sequence></code> (array, string, etc.), assigning <code><element></code> to each value in <code><sequence></code> one at a time
<pre>while <boolean expression>: <while_body></pre>	Repeats code in <code><while body></code> while <code><boolean expression></code> is <code>True</code>

