

This documentation was generated from the Python documentation available by typing `help(int)` in the Python shell. In this documentation the variables x , y , and z refer to integers (Table 8.1).

Table 8.1 Integer operators

Operator	Returns	Comments
$x + y$	int	Returns the sum of x and y
$x - y$	int	Returns the difference of x and y
$x * y$	int	Returns the product of x and y
x / y	float	Returns the quotient of x divided by y
$x // y$	int	Returns the integer quotient of x divided by y
$x \% y$	int	Returns x modulo y . This is the remainder of dividing x by y
$-x$	int	Returns the negation of x
$x \& y$	int	Returns the bit-wise <i>and</i> of x and y
$x y$	int	Returns the bit-wise <i>or</i> of x and y
$x \wedge y$	int	Returns the bit-wise <i>exclusive or</i> of x and y
$x \ll y$	int	Returns a bit-wise shift left of x by y bits. Shifting left by 1 bit multiplies x by 2
$x \gg y$	int	Returns a bit-wise right shift of x by y bits
$\sim x$	int	Returns an integer where each bit in the x has been inverted. $x + x = -1$ for all x
<code>abs(x)</code>	int	Returns the absolute value of x
<code>divmod(x, y)</code>	(q,r)	Returns the quotient q and the remainder r as a tuple
<code>float(x)</code>	float	Returns the float representation of x
<code>hex(x)</code>	str	Returns a hexadecimal representation of x as a string
<code>int(x)</code>	int	Returns x

(continued)

Table 8.1 (continued)

Operator	Returns	Comments
oct(x)	str	Return an octal representation of x as a string
pow(x, y[, z])	int	Returns x to the y power modulo z. If z is not specified then it returns x to the y power
repr(x)	str	Returns a string representation of x
str(x)	str	Returns a string representation of x

This documentation was generated from the Python documentation available by typing *help(float)* in the Python shell. In this documentation at least one of the variables *x* and *y* refer to floats (Table 9.1).

Table 9.1 Float operators

Operator	Returns	Comments
$x + y$	float	Returns the sum of <i>x</i> and <i>y</i>
$x - y$	float	Returns the difference of <i>x</i> and <i>y</i>
$x * y$	float	Returns the product of <i>x</i> and <i>y</i>
x / y	float	Returns the quotient of <i>x</i> divided by <i>y</i>
$x // y$	float	Returns the quotient of integer division of <i>x</i> divided by <i>y</i> . However, the result is still a float
$x \% y$	float	Returns <i>x</i> modulo <i>y</i> . This is the remainder of dividing <i>x</i> by <i>y</i>
<code>abs(x)</code>	int	Returns the absolute value of <i>x</i>
<code>divmod(x, y)</code>	(q,r)	Returns the quotient <i>q</i> and the remainder <i>r</i> as a tuple. Both <i>q</i> and <i>r</i> are floats, but integer division is performed. The value <i>r</i> is the whole and fractional part of any remainder. The value <i>q</i> is a whole number
<code>float(x)</code>	float	Returns the float representation of <i>x</i>
<code>int(x)</code>	int	Returns the floor of <i>x</i> as an integer
<code>pow(x, y)</code>	float	Returns <i>x</i> to the <i>y</i> power
<code>repr(x)</code>	str	Returns a string representation of <i>x</i>
<code>str(x)</code>	str	Returns a string representation of <i>x</i>

This documentation was generated from the Python documentation available by typing *help(str)* in the Python shell. In the documentation found here the variables *s* and *t* are references to strings (Table 10.1).

Table 10.1 String operators and methods

Operator	Returns	Comments
<code>s+t</code>	str	Return a new string which is the concatenation of <i>s</i> and <i>t</i>
<code>s in t</code>	bool	Returns True if <i>s</i> is a substring of <i>t</i> and False otherwise
<code>s==t</code>	bool	Returns True if <i>s</i> and <i>t</i> refer to strings with the same sequence of characters
<code>s>=t</code>	bool	Returns True if <i>s</i> is lexicographically greater than or equal to <i>t</i>
<code>s<=t</code>	bool	Returns True if <i>s</i> is lexicographically less than or equal to <i>t</i>
<code>s>t</code>	bool	Returns True if <i>s</i> is lexicographically greater than <i>t</i>
<code>s<t</code>	bool	Returns True if <i>s</i> is lexicographically less than <i>t</i>
<code>s!=t</code>	bool	Returns True if <i>s</i> is lexicographically not equal to <i>t</i>
<code>s[i]</code>	str	Returns the character at index <i>i</i> in the string. If <i>i</i> is negative then it returns the character at index <code>len(s)-i</code>
<code>s[[i]:[j]]</code>	str	Returns the slice of characters starting at index <i>i</i> and extending to index <i>j</i> −1 in the string. If <i>i</i> is omitted then the slice begins at index 0. If <i>j</i> is omitted then the slice extends to the end of the list. If <i>i</i> is negative then it returns the slice starting at index <code>len(s)+i</code> (and likewise for the slice ending at <i>j</i>)
<code>s * i</code>	str	Returns a new string with <i>s</i> repeated <i>i</i> times
<code>i * s</code>	str	Returns a new string with <i>s</i> repeated <i>i</i> times
<code>chr(i)</code>	str	Return the ASCII character equivalent of the integer <i>i</i>
<code>float(s)</code>	float	Returns the float contained in the string <i>s</i>
<code>int(s)</code>	int	Returns the integer contained in the string <i>s</i>
<code>len(s)</code>	int	Returns the number of characters in <i>s</i>
<code>ord(s)</code>	int	Returns the ASCII decimal equivalent of the single character string <i>s</i>

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Table 10.1 (continued)

Method	Returns	Comments
<code>repr(s)</code>		Returns a string representation of <code>s</code> . This adds an extra pair of quotes to <code>s</code>
<code>str(s)</code>	<code>str</code>	Returns a string representation of <code>s</code> . In this case you get just the string <code>s</code>
<code>s.capitalize()</code>	<code>str</code>	Returns a copy of the string <code>s</code> with the first character upper case
<code>s.center(width[, fillchar])</code>	<code>str</code>	Returns <code>s</code> centered in a string of length <code>width</code> . Padding is done using the specified fill character (default is a space)
<code>s.count(sub[, start[, end]])</code>	<code>int</code>	Returns the number of non-overlapping occurrences of substring <code>sub</code> in string <code>s[start:end]</code> . Optional arguments <code>start</code> and <code>end</code> are interpreted as in slice notation
<code>s.encode([encoding[, errors]])</code>	<code>bytes</code>	Encodes <code>s</code> using the codec registered for encoding. encoding defaults to the default encoding. errors may be given to set a different error handling scheme. Default is 'strict' meaning that encoding errors raise a <code>UnicodeEncodeError</code> . Other possible values are 'ignore', 'replace' and 'xmlcharrefreplace' as well as any other name registered with <code>codecs.register_error</code> that can handle <code>UnicodeEncodeErrors</code>
<code>s.endswith(suffix[, start[, end]])</code>	<code>bool</code>	Returns <code>True</code> if <code>s</code> ends with the specified suffix, <code>False</code> otherwise. With optional <code>start</code> , test <code>s</code> beginning at that position. With optional <code>end</code> , stop comparing <code>s</code> at that position. <code>suffix</code> can also be a tuple of strings to try
<code>s.expandtabs([tabsize])</code>	<code>str</code>	Returns a copy of <code>s</code> where all tab characters are expanded using spaces. If <code>tabsize</code> is not given, a tab size of 8 characters is assumed
<code>s.find(sub[, start[, end]])</code>	<code>int</code>	Returns the lowest index in <code>s</code> where substring <code>sub</code> is found, such that <code>sub</code> is contained within <code>s[start:end]</code> . Optional arguments <code>start</code> and <code>end</code> are interpreted as in slice notation. Return <code>-1</code> on failure
<code>s.format(*args, **kwargs)</code>	<code>str</code>	
<code>s.index(sub[, start[, end]])</code>	<code>int</code>	Like <code>s.find()</code> but raise <code>ValueError</code> when the substring is not found
<code>s.isalnum()</code>	<code>bool</code>	Returns <code>True</code> if all characters in <code>s</code> are alphanumeric and there is at least one character in <code>s</code> , <code>False</code> otherwise
<code>s.isalpha()</code>	<code>bool</code>	Returns <code>True</code> if all characters in <code>s</code> are alphabetic and there is at least one character in <code>s</code> , <code>False</code> otherwise
<code>s.isdecimal()</code>	<code>bool</code>	Returns <code>True</code> if there are only decimal characters in <code>s</code> , <code>False</code> otherwise

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Table 10.1 (continued)

Method	Returns	Comments
<code>s.isdigit()</code>	bool	Returns True if all characters in <code>s</code> are digits and there is at least one character in <code>s</code> , False otherwise
<code>s.isidentifier()</code>	bool	Returns True if <code>s</code> is a valid identifier according to the language definition
<code>s.islower()</code>	bool	Returns True if all cased characters in <code>s</code> are lowercase and there is at least one cased character in <code>s</code> , False otherwise
<code>s.isnumeric()</code>	bool	Returns True if there are only numeric characters in <code>s</code> , False otherwise
<code>s.isprintable()</code>	bool	Returns True if all characters in <code>s</code> are considered printable in <code>repr()</code> or <code>s</code> is empty, False otherwise
<code>s.isspace()</code>	bool	Returns True if all characters in <code>s</code> are whitespace and there is at least one character in <code>s</code> , False otherwise
<code>s.istitle()</code>	bool	Returns True if <code>s</code> is a titlecased string and there is at least one character in <code>s</code> , i.e. upper- and titlecase characters may only follow uncased characters and lowercase characters only cased ones. Return False otherwise
<code>s.isupper()</code>	bool	Returns True if all cased characters in <code>s</code> are uppercase and there is at least one cased character in <code>s</code> , False otherwise
<code>s.join(sequence)</code>	str	Returns a string which is the concatenation of the strings in the sequence. The separator between elements is <code>s</code>
<code>s.ljust(width[, fillchar])</code>	str	Returns <code>s</code> left-justified in a Unicode string of length <code>width</code> . Padding is done using the specified fill character (default is a space)
<code>s.lower()</code>	str	Returns a copy of the string <code>s</code> converted to lowercase
<code>s.lstrip([chars])</code>	str	Returns a copy of the string <code>s</code> with leading whitespace removed. If <code>chars</code> is given and not None, remove characters in <code>chars</code> instead
<code>s.partition(sep)</code>	(h,sep,t)	Searches for the separator <code>sep</code> in <code>s</code> , and returns the part before it, the separator itself, and the part after it. If the separator is not found, returns <code>s</code> and two empty strings
<code>s.replace(old, new[, count])</code>	str	Returns a copy of <code>s</code> with all occurrences of substring <code>old</code> replaced by <code>new</code> . If the optional argument <code>count</code> is given, only the first <code>count</code> occurrences are replaced
<code>s.rfind(sub[, start[, end]])</code>	int	Returns the highest index in <code>s</code> where substring <code>sub</code> is found, such that <code>sub</code> is contained within <code>s[start:end]</code> . Optional arguments <code>start</code> and <code>end</code> are interpreted as in slice notation. Returns <code>-1</code> on failure
<code>s.rindex(sub[, start[, end]])</code>	int	Like <code>s.rfind()</code> but raise <code>ValueError</code> when the substring is not found

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Table 10.1 (continued)

Method	Returns	Comments
<code>s.rjust(width[, fillchar])</code>	str	Returns <code>s</code> right-justified in a string of length <code>width</code> . Padding is done using the specified fill character (default is a space)
<code>s.rpartition(sep)</code>	(t,sep,h)	Searches for the separator <code>sep</code> in <code>s</code> , starting at the end of <code>s</code> , and returns the part before it, the separator itself, and the part after it. If the separator is not found, returns two empty strings and <code>s</code>
<code>s.rsplit([sep[, maxsplit]])</code>	string list	Returns a list of the words in <code>s</code> , using <code>sep</code> as the delimiter string, starting at the end of the string and working to the front. If <code>maxsplit</code> is given, at most <code>maxsplit</code> splits are done. If <code>sep</code> is not specified, any whitespace string is a separator
<code>s.rstrip([chars])</code>	str	Returns a copy of the string <code>s</code> with trailing whitespace removed. If <code>chars</code> is given and not <code>None</code> , removes characters in <code>chars</code> instead
<code>s.split([sep[, maxsplit]])</code>	string list	Returns a list of the words in <code>s</code> , using <code>sep</code> as the delimiter string. If <code>maxsplit</code> is given, at most <code>maxsplit</code> splits are done. If <code>sep</code> is not specified or is <code>None</code> , any whitespace string is a separator and empty strings are removed from the result
<code>s.splitlines([keepends])</code>	string list	Returns a list of the lines in <code>s</code> , breaking at line boundaries. Line breaks are not included in the resulting list unless <code>keepends</code> is given and true
<code>s.startswith(prefix[, start[, end]])</code>	bool	Returns <code>True</code> if <code>s</code> starts with the specified prefix, <code>False</code> otherwise. With optional <code>start</code> , test <code>s</code> beginning at that position. With optional <code>end</code> , stop comparing <code>s</code> at that position. Prefix can also be a tuple of strings to try
<code>s.strip([chars])</code>	str	Returns a copy of the string <code>s</code> with leading and trailing whitespace removed. If <code>chars</code> is given and not <code>None</code> , removes characters in <code>chars</code> instead.
<code>s.swapcase()</code>	str	Returns a copy of <code>s</code> with uppercase characters converted to lowercase and vice versa
<code>s.title()</code>	str	Returns a titlecased version of <code>s</code> , i.e. words start with title case characters, all remaining cased characters have lower case
<code>s.translate(table)</code>	str	Returns a copy of the string <code>s</code> , where all characters have been mapped through the given translation table, which must be a mapping of Unicode ordinals to Unicode ordinals, strings, or <code>None</code> . Unmapped characters are left untouched. Characters mapped to <code>None</code> are deleted
<code>s.upper()</code>	str	Returns a copy of <code>s</code> converted to uppercase
<code>s.zfill(width)</code>	str	Pad a numeric string <code>s</code> with zeros on the left, to fill a field of the specified width. The string <code>s</code> is never truncated

This documentation was generated from the Python documentation available by typing *help(list)* in the Python shell. In the documentation found here the variables *x* and *y* are references to lists (Table 11.1).

Table 11.1 List operators and methods

Method	Returns	Comments
<code>list()</code>	list	Returns a new empty list. You can also use <code>[]</code> to initialize a new empty list
<code>list(sequence)</code>	list	Returns new list initialized from sequence's items
<code>[item [,item]+]</code>	list	Writing a number of comma-separated items in square brackets constructs a new list of those items
<code>x+y</code>	list	Returns a new list containing the concatenation of the items in <i>x</i> and <i>y</i>
<code>e in x</code>	bool	Returns True if the item <i>e</i> is in <i>x</i> and False otherwise
<code>del x[i]</code>		Deletes the item at index <i>i</i> in <i>x</i> . This is not an expression and does not return a value
<code>x==y</code>	bool	Returns True if <i>x</i> and <i>y</i> contain the same number of items and each of those corresponding items are pairwise equal
<code>x>=y</code>	bool	Returns True if <i>x</i> is greater than or equal to <i>y</i> according to a lexicographical ordering of the elements in <i>x</i> and <i>y</i> . If <i>x</i> and <i>y</i> have different lengths their items are <code>==</code> up to the shortest length, then this returns True if <i>x</i> is longer than <i>y</i>
<code>x<=y</code>	bool	Returns True if <i>x</i> is lexicographically before <i>y</i> or equal to <i>y</i> and False otherwise
<code>x>y</code>	bool	Returns True if <i>x</i> is lexicographically after <i>y</i> and False otherwise
<code>x<y</code>	bool	Returns True if <i>x</i> is lexicographically before <i>y</i> and False otherwise
<code>x!=y</code>	bool	Returns True if <i>x</i> and <i>y</i> are of different length or if some item of <i>x</i> is not <code>==</code> to some item of <i>y</i> . Otherwise it returns False

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Table 11.1 (continued)

Method	Returns	Comments
<code>x[i]</code>	item	Returns the item at index <code>i</code> of <code>x</code>
<code>x[[i]:[j]]</code>	list	Returns the slice of items starting at index <code>i</code> and extending to index <code>j-1</code> in the string. If <code>i</code> is omitted then the slice begins at index 0. If <code>j</code> is omitted then the slice extends to the end of the list. If <code>i</code> is negative then it returns the slice starting at index <code>len(x)+i</code> (and likewise for the slice ending at <code>j</code>)
<code>x[i]=e</code>		Assigns the position at index <code>i</code> the value of <code>e</code> in <code>x</code> . The list <code>x</code> must already have an item at index <code>i</code> before this assignment occurs. In other words, assigning an item to a list in this way will not extend the length of the list to accommodate it
<code>x+=y</code>		This mutates the list <code>x</code> to append the items in <code>y</code>
<code>x*=i</code>		This mutates the list <code>x</code> to be <code>i</code> copies of the original <code>x</code>
<code>iter(x)</code>	iterator	Returns an iterator over <code>x</code>
<code>len(x)</code>	int	Returns the number of items in <code>x</code>
<code>x*i</code>	list	Returns a new list with the items of <code>x</code> repeated <code>i</code> times
<code>i*x</code>	list	Returns a new list with the items of <code>x</code> repeated <code>i</code> times
<code>repr(x)</code>	str	Returns a string representation of <code>x</code>
<code>x.append(e)</code>	None	This mutates the value of <code>x</code> to add <code>e</code> as its last element. The function returns None, but the return value is irrelevant since it mutates <code>x</code>
<code>x.count(e)</code>	int	Returns the number of occurrences of <code>e</code> in <code>x</code> by using <code>==</code> equality
<code>x.extend(iter)</code>	None	Mutates <code>x</code> by appending elements from the iterable, <code>iter</code>
<code>x.index(e,[i,[j]])</code>	int	Returns the first index of an element that <code>== e</code> between the start index, <code>i</code> , and the stop index, <code>j-1</code> . It raises <code>ValueError</code> if the value is not present in the specified sequence. If <code>j</code> is omitted then it searches to the end of the list. If <code>i</code> is omitted then it searches from the beginning of the list
<code>x.insert(i, e)</code>	None	Insert <code>e</code> before index <code>i</code> in <code>x</code> , mutating <code>x</code>
<code>x.pop([index])</code>	item	Remove and return the item at index. If index is omitted then the item at <code>len(x)-1</code> is removed. The pop method returns the item and mutates <code>x</code> . It raises <code>IndexError</code> if list is empty or index is out of range
<code>x.remove(e)</code>	None	remove first occurrence of <code>e</code> in <code>x</code> , mutating <code>x</code> . It raises <code>ValueError</code> if the value is not present
<code>x.reverse()</code>	None	Reverses all the items in <code>x</code> , mutating <code>x</code>
<code>x.sort()</code>	None	Sorts all the items of <code>x</code> according to their natural ordering as determined by the item's <code>__cmp__</code> method, mutating <code>x</code> . Two keyword parameters are possible: <code>key</code> and <code>reverse</code> . If <code>reverse = True</code> is specified, then the result of sorting will have the list in reverse of the natural ordering. If <code>key = f</code> is specified then <code>f</code> must be a function that takes an item of <code>x</code> and returns the value of that item that should be used as the key when sorting

This documentation was generated from the Python documentation available by typing *help(dict)* in the Python shell. In the documentation found here the variable *D* is a reference to a dictionary. A few methods were omitted here for brevity (Table 12.1).

Table 12.1 Dictionary operators and methods

Method	Returns	Comments
<code>dict()</code>	dict	New empty dictionary
<code>dict(mapping)</code>	dict	New dictionary initialized from a mapping object's (key, value) pairs
<code>dict(seq)</code>	dict	New dictionary initialized as if via $D = \{ \}$ for k, v in seq $D[k] = v$
<code>dict(**kwargs)</code>	dict	New dictionary initialized with the name = value pairs in the keyword arg list. For example: <code>dict(one = 1, two = 2)</code>
<code>k in D</code>	bool	True if D has key k , else False
<code>del D[k]</code>		Deletes key k from dictionary D
<code>D1 == D2</code>	bool	Returns True if dictionaries $D1$ and $D2$ have same keys mapped to same values
<code>D[k]</code>	value type	Returns value k maps to in D . If k is not mapped, it raises a <code>KeyError</code> exception
<code>iter(D)</code>	iterator	Returns an iterator over D
<code>len(D)</code>	int	Returns the number of keys in D
<code>D1 != D2</code>	bool	Returns True if $D1$ and $D2$ have any different keys or keys map to different values
<code>repr(D)</code>	str	Returns a string representation of D
<code>D[k]=e</code>	–	Stores the key,value pair k,e in D

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Table 12.1 (continued)

Method	Returns	Comments
D.clear()	None	Remove all items from D
D.copy()	dict	A shallow copy of D
D.get(k[,e])	value type	D[k] if k in D, else e. e defaults to None
D.items()	items	A set-like object providing a view on D's items
D.keys()	keys	A set-like object providing a view on D's keys
D.pop(k[,e])	v	Remove specified key and return the corresponding value. If key is not found, e is returned if given, otherwise <code>KeyError</code> is raised
D.popitem()	(k, v)	Remove and return some (key, value) pair as a 2-tuple; but raise <code>KeyError</code> if D is empty
D.setdefault(k[,e])	D.get(k,e)	Returns D.get(k,e) and also sets d[k] = e if k not in D
D.update(E, **F)	None	Update D from dict/iterable E and F If E has a .keys() method, does: for k in E: D[k] = E[k] If E lacks .keys() method, does: for (k, v) in E: D[k] = v In either case, this is followed by: for k in F: D[k] = F[k]
D.values()	values	An object providing a view on D's values