Cheatography

Python Cheat Sheet

by Dave Child (DaveChild) via cheatography.com/1/cs/19/

Python sys Variables

argv	Command line args
builtin_module_-names	Linked C modules
byteorder	Native byte order
check_interval	Signal check frequency
exec_prefix	Root directory
executable	Name of executable
exitfunc	Exit function name
modules	Loaded modules
path	Search path
platform	Current platform
stdin, stdout, stderr	File objects for I/O
version_info	Python version info
winver	Version number

Python sys.argv

sys.argv[0]	foo.py
sys.argv[1]	bar
sys.argv[2]	-c
sys.argv[3]	qux
sys.argv[4]	--h

sys.argv for the command:
$ python foo.py bar -c qux --h

Python os Variables

altsep	Alternative sep
curdir	Current dir string
defpath	Default search path
devnull	Path of null device
extsep	Extension separator
linesep	Line separator
name	Name of OS
pardir	Parent dir string
pathsep	Patch separator
sep	Path separator

Registered OS names: "posix", "nt", "mac", "os2", "ce", "java", "riscos"

Python Class Special Methods

__new__(cls)	__lt__(self, other)
__init__(self, args)	__le__(self, other)
__del__(self)	__gt__(self, other)
__repr__(self)	__ge__(self, other)
__str__(self)	__eq__(self, other)
__cmp__(self, other)	__ne__(self, other)
__index__(self)	__nonzero__(self)
__hash__(self)	
__getattr__(self, name)	
__getattribute__(self, name)	
__setattr__(self, name, attr)	
__delattr__(self, name)	
__call__(self, args, kwargs)	

Python List Methods

append(item)	pop(position)
count(item)	remove(item)
extend(list)	reverse()
index(item)	sort()
insert(position, item)	

Python String Methods

capitalize() *	lstrip()
center(width)	partition(sep)
count(sub, start, end)	replace(old, new)
decode()	rfind(sub, start ,end)
encode()	rindex(sub, start, end)
endswith(sub)	rjust(width)
expandtabs()	rpartition(sep)
find(sub, start, end)	rsplit(sep)
index(sub, start, end)	rstrip()
isalnum() *	split(sep)
isalpha() *	splitlines()
isdigit() *	startswith(sub)
islower() *	strip()
isspace() *	swapcase() *

Python String Methods (cont)

istitle() *	title() *
isupper() *	translate(table)
join()	upper() *
ljust(width)	zfill(width)
lower() *	

Methods marked * are locale dependant for 8-bit strings.

Python File Methods

close()	readlines(size)
flush()	seek(offset)
fileno()	tell()
isatty()	truncate(size)
next()	write(string)
read(size)	writelines(list)
readline(size)	

Python Indexes and Slices

len(a)	6
a[0]	0
a[5]	5
a[-1]	5
a[-2]	4
a[1:]	[1,2,3,4,5]
a[:5]	[0,1,2,3,4]
a[:-2]	[0,1,2,3]
a[1:3]	[1,2]
a[1:-1]	[1,2,3,4]
a[::-1]	[5,4,3,2,1]
a[::-2]	[5,3,1]
b=a[:]	Shallow copy of a

Indexes and Slices of a=[0,1,2,3,4,5]

Python Datetime Methods

today()	fromordinal(ordinal)
now(timezoneinfo)	combine(date, time)
utcnow()	strptime(date, format)
fromtimestamp(timestamp)	
utcfromtimestamp(timestamp)	

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Python Time Methods	
replace()	utcoffset()
isoformat()	dst()
__str__()	tzname()
strftime(format)	

Python Date Formatting	
%a	Abbreviated weekday (Sun)
%A	Weekday (Sunday)
%b	Abbreviated month name (Jan)
%B	Month name (January)
%c	Date and time
%d	Day (leading zeros) (01 to 31)
%H	24 hour (leading zeros) (00 to 23)
%I	12 hour (leading zeros) (01 to 12)
%j	Day of year (001 to 366)
%m	Month (01 to 12)
%M	Minute (00 to 59)
%p	AM or PM
%S	Second (00 to 61[4])
%U	Week number[1] (00 to 53)
%w	Weekday[2] (0 to 6)
%W	Week number[3] (00 to 53)
%x	Date
%X	Time
%y	Year without century (00 to 99)
%Y	Year (2008)
%Z	Time zone (GMT)
%%	A literal "%" character (%)

[1] Sunday as start of week. All days in a new year preceding the first Sunday are considered to be in week 0.
[2] 0 is Sunday, 6 is Saturday.
[3] Monday as start of week. All days in a new year preceding the first Monday are considered to be in week 0.
[4] This is not a mistake. Range takes account of leap and double-leap seconds.

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Regular Expressions Cheat Sheet

by Dave Child (DaveChild) via cheatography.com/1/cs/5/

Anchors

^	Start of string, or start of line in multi-line pattern
\A	Start of string
$	End of string, or end of line in multi-line pattern
\Z	End of string
\b	Word boundary
\B	Not word boundary
\<	Start of word
\>	End of word

Character Classes

\c	Control character
\s	White space
\S	Not white space
\d	Digit
\D	Not digit
\w	Word
\W	Not word
\x	Hexadecimal digit
\O	Octal digit

POSIX

[:upper:]	Upper case letters
[:lower:]	Lower case letters
[:alpha:]	All letters
[:alnum:]	Digits and letters
[:digit:]	Digits
[:xdigit:]	Hexadecimal digits
[:punct:]	Punctuation
[:blank:]	Space and tab
[:space:]	Blank characters
[:cntrl:]	Control characters
[:graph:]	Printed characters
[:print:]	Printed characters and spaces
[:word:]	Digits, letters and underscore

Assertions

?=	Lookahead assertion
?!	Negative lookahead
?<=	Lookbehind assertion
?!= or ?<!	Negative lookbehind
?>	Once-only Subexpression
?()	Condition [if then]
?()|	Condition [if then else]
?#	Comment

Quantifiers

*	0 or more	{3}	Exactly 3
+	1 or more	{3,}	3 or more
?	0 or 1	{3,5}	3, 4 or 5

Add a ? to a quantifier to make it ungreedy.

Escape Sequences

\	Escape following character
\Q	Begin literal sequence
\E	End literal sequence

"Escaping" is a way of treating characters which have a special meaning in regular expressions literally, rather than as special characters.

Common Metacharacters

^	[	.	$
{	*	(	\
+	)	|	?
<	>		

The escape character is usually \

Special Characters

\n	New line
\r	Carriage return
\t	Tab
\v	Vertical tab
\f	Form feed
\xxx	Octal character xxx
\xhh	Hex character hh

Groups and Ranges

.	Any character except new line (\n)
(a|b)	a or b
(...)	Group
(?:...)	Passive (non-capturing) group
[abc]	Range (a or b or c)
[^abc]	Not (a or b or c)
[a-q]	Lower case letter from a to q
[A-Q]	Upper case letter from A to Q
[0-7]	Digit from 0 to 7
\x	Group/subpattern number "x"

Ranges are inclusive.

Pattern Modifiers

g	Global match
i *	Case-insensitive
m *	Multiple lines
s *	Treat string as single line
x *	Allow comments and whitespace in pattern
e *	Evaluate replacement
U *	Ungreedy pattern

* PCRE modifier

String Replacement

$n	nth non-passive group
$2	"xyz" in /^(abc(xyz))$/
$1	"xyz" in /^(?:abc)(xyz)$/
$`	Before matched string
$'	After matched string
$+	Last matched string
$&	Entire matched string

Some regex implementations use \ instead of $.

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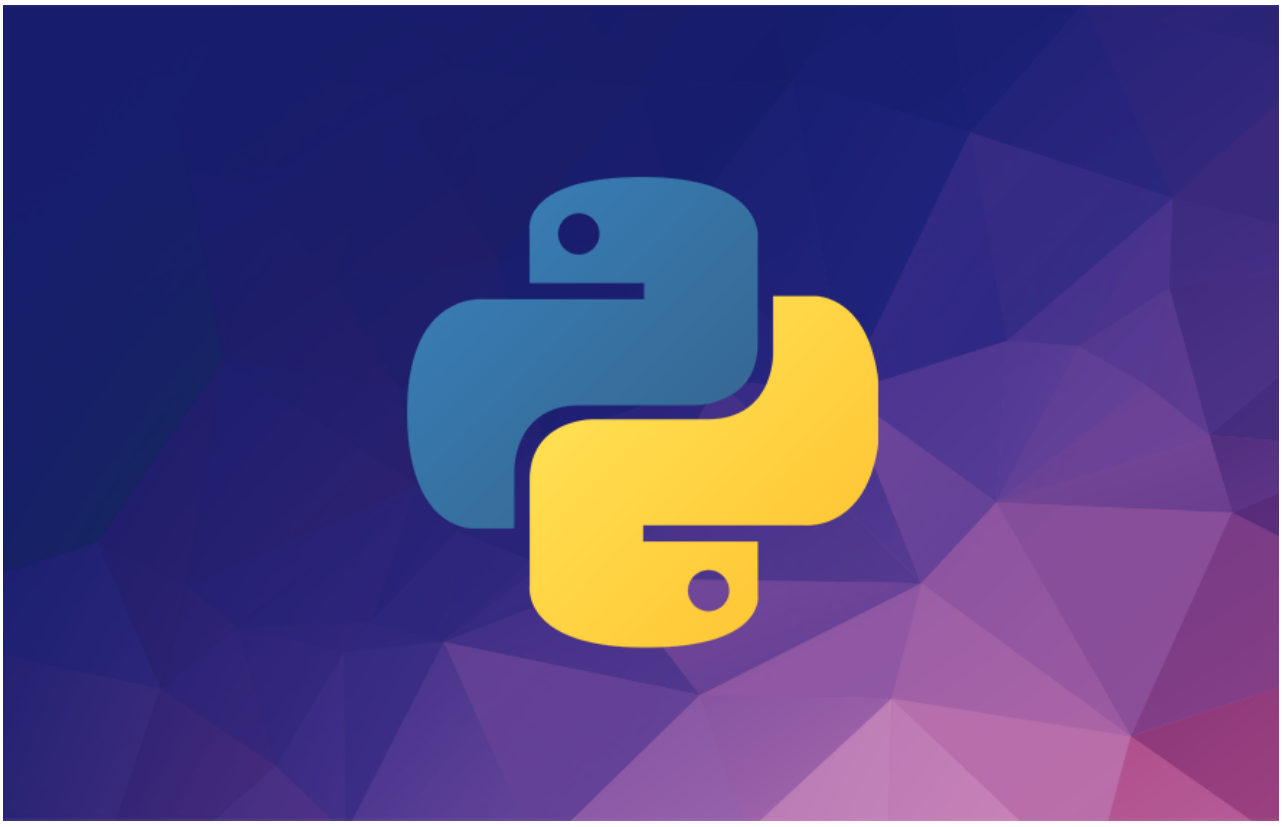
Python Cheat Sheet

Mosh Hamedani



Code with Mosh (codewithmosh.com)

1st Edition

About this Cheat Sheet

This cheat sheet includes the materials I've covered in my Python tutorial for Beginners on YouTube. Both the YouTube tutorial and this cheat cover the core language constructs but they are not complete by any means.

If you want to learn everything Python has to offer and become a Python expert, check out my Complete Python Programming Course:

http://bit.ly/complete-python-course

About the Author

Hi! My name is Mosh Hamedani. I'm a software engineer with two decades of experience and I've taught over three million how to code or how to become a professional software engineer. It's my mission to make software engineering simple and accessible to everyone.

https://codewithmosh.com

https://youtube.com/user/programmingwithmosh

https://twitter.com/moshhamedani

https://facebook.com/programmingwithmosh/

Variables

We use variables to temporarily store data in computer's memory.

```
price = 10

rating = 4.9

course_name = 'Python for Beginners'

is_published = True
```

In the above example,

- **price** is an *integer* (a whole number without a decimal point)
- **rating** is a *float* (a number with a decimal point)
- **course_name** is a *string* (a sequence of characters)
- **is_published** is a *boolean*. Boolean values can be True or False.

Comments

We use comments to add notes to our code. Good comments explain the hows and whys, not what the code does. That should be reflected in the code itself. Use comments to add reminders to yourself or other developers, or also explain your assumptions and the reasons you've written code in a certain way.

```
# This is a comment and it won't get executed.
# Our comments can be multiple lines.
```

Receiving Input

We can receive input from the user by calling the **input()** function.

```
birth_year = int(input('Birth year: '))
```

The **input()** function always returns data as a string. So, we're converting the result into an integer by calling the built-in **int()** function.

Strings

We can define strings using single (‘ ‘) or double (“ “) quotes.

To define a multi-line string, we surround our string with tripe quotes (“””).

We can get individual characters in a string using square brackets [].

```
course = ‘Python for Beginners’
course[0]   # returns the first character
course[1]   # returns the second character
course[-1]  # returns the first character from the end
course[-2]  # returns the second character from the end
```

We can slice a string using a similar notation:

```
course[1:5]
```

The above expression returns all the characters starting from the index position of 1 to 5 (but excluding 5). The result will be **ytho**

If we leave out the start index, 0 will be assumed.

If we leave out the end index, the length of the string will be assumed.

We can use formatted strings to dynamically insert values into our strings:

```
name = ‘Mosh’

message = f’Hi, my name is {name}’


message.upper()   # to convert to uppercase

message.lower()   # to convert to lowercase

message.title()   # to capitalize the first letter of every word

message.find(‘p’) # returns the index of the first occurrence of p
                   (or -1 if not found)

message.replace(‘p’, ‘q’)
```

To check if a string contains a character (or a sequence of characters), we use the **in** operator:

```
contains = 'Python' in course
```

Arithmetic Operations

```
+

-

*

/     # returns a float

//    # returns an int

%     # returns the remainder of division

**    # exponentiation - x ** y = x to the power of y
```

Augmented assignment operator:

```
x = x + 10

x += 10
```

Operator precedence:

1. parenthesis
2. exponentiation
3. multiplication / division
4. addition / subtraction

If Statements

```
if is_hot:
    print("hot day")
elif is_cold:
    print("cold day")
else:
    print("beautiful day")
```

Logical operators:

```
if has_high_income and has_good_credit:
    ...
if has_high_income or has_good_credit:
    ...
is_day = True
is_night = not is_day
```

Comparison operators

```
a > b
a >= b (greater than or equal to)
a < b
a <= b
a == b (equals)
a != b (not equals)
```

While loops

```
i = 1
while i < 5:
    print(i)
    i += 1
```

For loops

```
for i in range(1, 5):
    print(i)
```

- **range(5):** generates 0, 1, 2, 3, 4
- **range(1, 5):** generates 1, 2, 3, 4
- **range(1, 5, 2):** generates 1, 3

Lists

```
numbers = [1, 2, 3, 4, 5]
numbers[0]            # returns the first item
numbers[1]            # returns the second item
numbers[-1]           # returns the first item from the end
numbers[-2]           # returns the second item from the end


numbers.append(6)     # adds 6 to the end
numbers.insert(0, 6) # adds 6 at index position of 0
numbers.remove(6)     # removes 6
numbers.pop()         # removes the last item
numbers.clear()       # removes all the items
numbers.index(8)      # returns the index of first occurrence of 8
numbers.sort()        # sorts the list
numbers.reverse()     # reverses the list
numbers.copy()        # returns a copy of the list
```

Tuples

They are like read-only lists. We use them to store a list of items. But once we define a tuple, we cannot add or remove items or change the existing items.

```
coordinates = (1, 2, 3)
```

We can unpack a list or a tuple into separate variables:

```
x, y, z = coordinates
```

Dictionaries

We use dictionaries to store key/value pairs.

```
customer = {
    "name": "John Smith",
    "age": 30,
    "is_verified": True
}
```

We can use strings or numbers to define keys. They should be unique. We can use any types for the values.

```
customer["name"]                # returns "John Smith"
customer["type"]                # throws an error
customer.get("type", "silver") # returns "silver"
customer["name"] = "new name"
```

Functions

We use functions to break up our code into small chunks. These chunks are easier to read, understand and maintain. If there are bugs, it's easier to find bugs in a small chunk than the entire program. We can also re-use these chunks.

```
def greet_user(name):
    print(f"Hi {name}")


greet_user("John")
```

Parameters are placeholders for the data we can pass to functions. **Arguments** are the actual values we pass.

We have two types of arguments:

- Positional arguments: their position (order) matters
- Keyword arguments: position doesn't matter - we prefix them with the parameter name.

```
# Two positional arguments
greet_user("John", "Smith")

# Keyword arguments
calculate_total(order=50, shipping=5, tax=0.1)
```

Our functions can return values. If we don't use the return statement, by default **None** is returned. None is an object that represents the absence of a value.

```
def square(number):
    return number * number

result = square(2)
print(result)  # prints 4
```

Exceptions

Exceptions are errors that crash our programs. They often happen because of bad input or programming errors. It's our job to anticipate and handle these exceptions to prevent our programs from cashing.

```
try:
    age = int(input('Age: '))
    income = 20000
    risk = income / age
    print(age)
except ValueError:
    print('Not a valid number')
except ZeroDivisionError:
    print('Age cannot be 0')
```

Classes

We use classes to define new types.

```
class Point:
    def __init__(self, x, y):
        self.x = x
        self.y = y
    def move(self):
        print("move")
```

When a function is part of a class, we refer to it as a **method**.

Classes define templates or blueprints for creating objects. An object is an instance of a class. Every time we create a new instance, that instance follows the structure we define using the class.

```
point1 = Point(10, 5)
point2 = Point(2, 4)
```

__init__ is a special method called constructor. It gets called at the time of creating new objects. We use it to initialize our objects.

Inheritance

Inheritance is a technique to remove code duplication. We can create a *base class* to define the common methods and then have other classes inherit these methods.

```
class Mammal:
  def walk(self):
     print("walk")

class Dog(Mammal):
  def bark(self):
     print("bark")


dog = Dog()
dog.walk()   # inherited from Mammal
dog.bark()   # defined in Dog
```

Modules

A module is a file with some Python code. We use modules to break up our program into multiple files. This way, our code will be better organized. We won't have one gigantic file with a million lines of code in it!

There are 2 ways to import modules: we can import the entire module, or specific objects in a module.

```
# importing the entire converters module
import converters
converters.kg_to_lbs(5)

# importing one function in the converters module
from converters import kg_to_lbs
kg_to_lbs(5)
```

Packages

A package is a directory with **__init__.py** in it. It can contain one or more modules.

```
# importing the entire sales module
from ecommerce import sales
sales.calc_shipping()

# importing one function in the sales module
from ecommerce.sales import calc_shipping
calc_shipping()
```

Python Standard Library

Python comes with a huge library of modules for performing common tasks such as sending emails, working with date/time, generating random values, etc.

Random Module

```
import random

random.random()       # returns a float between 0 to 1
random.randint(1, 6)  # returns an int between 1 to 6

members = ['John', 'Bob', 'Mary']
leader = random.choice(members) # randomly picks an item
```

Pypi

Python Package Index (pypi.org) is a directory of Python packages published by Python developers around the world. We use **pip** to install or uninstall these packages.

```
pip install openpyxl
```

```
pip uninstall openpyxl
```

Want to Become a Python Expert?

If you're serious about learning Python and getting a job as a Python developer, I highly encourage you to enroll in my Complete Python Course. Don't waste your time following disconnected, outdated tutorials. My Complete Python Course has everything you need in one place:

- 12 hours of HD video
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