



# **Python Cheat Sheet**

## How It Works

- This cheat sheet is a compilation of all of the syntax that is taught on the interactive coding environment platform.
- For each piece of syntax, you'll find a brief explanation, a code example, and the output of the example.
- This document is intended to be used as a quick reference when you can't remember a particular piece of syntax and it's blocking you from moving forward with your work. We encourage you to try to recall the syntax before you turn to this reference for help. In this way "truly master coding you will," as Master Yoda said (well, maybe he didn't say that exactly but you get the idea.)

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# Syntax

## Python Syntax

### • print function:

Note the parentheses: ( ) and single quotes: ' '

Example:

```
print('Welcome to the DSC prep course!') print(10 + 34)
```

### • Math in Python:

To add two values, use the + symbol.

Example: `print(10 + 34)`

**Output: 44**

To subtract two values, use the - symbol.

Example: `print(10 - 41)`

**Output: -31**

To divide two numbers, use the / symbol.  
Multiplication can be accomplished with the \* symbol.

To perform the Exponent operation, use the \*\* symbol.

Example: `print(2 ** 8)`

**Output: 256**

To perform the Modulo operation, use the % symbol.

Example: `print(13 % 4)`

**Output: 1**

### • Comments in Python:

```
# This is a comment
```

```
'''
```

```
This is a Python program!  
Here's some more info about your program.'''
```

## Control Flow - Part 1

### • Booleans

Booleans is a special data type that can only have a value of True or False.

`== / !=` (same / not the same)

`> / <` (greater than / less than)

`>= / <=` (greater than or equal to / less than or equal to)

Example:

```
one = 'Coding' == 'Coding'  
two = 'Coding' == 'coding'  
three = 1 >= 0
```

### • If, elif, else

Note: If and Else can only be used once in each list or statement, but elif can be used multiple times — or not used at all.

Example:

```
animal = 'Bird'  
if animal == 'Lion':  
    print('Meat')  
elif animal == 'Zebra':  
    print('Grass')
```

```
else:  
    print('Water')
```

**Output: Water**

### • for loops

Example:

```
for i in range(4): #The range goes from 0 to 4 (not  
including 4).  
    print(i)
```

**Output:**

```
0  
1  
2  
3
```

### • Range:

Example:

```
for i in range(3, 6): #The range goes from 3 to 6 (not  
including 6).  
    print(i)
```

**Output:**

```
3  
4  
5
```

```
for i in range(0, 6, 2): #Increase the counter by a value of 2  
for each iteration.  
    print(i)
```

**Output:**

```
0  
2  
4  
6
```

## Python List

### • Access list elements

```
shopping_cart = ['eggs', 'banana', 'bread', 'butter']  
print(shopping_cart[0])
```

**Output: eggs**

### • index()

```
companies = ['Google', 'Amazon', 'Apple', 'Microsoft']  
print(companies.index('Google')) #Find an index of an  
item in the list
```

**Output: 0**

### • List slicing:

```
companies = ['Google', 'Amazon', 'Apple', 'Microsoft']  
print(companies[1:3])
```

**Output: [ 'Amazon', 'Apple' ]**

```
print(companies[1:])
```

**Output: [ 'Amazon', 'Apple', 'Microsoft' ]**

```
print(companies[:2])
```

**Output: [ 'Google', 'Amazon' ]**

### • Change list data:

```
companies[0] = 'LinkedIn'  
print(companies)
```

**Output: [ 'LinkedIn', 'Amazon', 'Apple',  
'Microsoft' ]**

### • Add list data:

```
companies.append('YouTube')  
print(companies)
```

**Output: [ 'LinkedIn', 'Amazon', 'Apple',  
'Microsoft', 'YouTube' ]**

### • Insert new data:

```
companies = ['LinkedIn', 'Amazon', 'Apple', 'Microsoft',  
'YouTube']  
companies.insert(1, 'Google')  
print(companies)
```

**Output: [ 'LinkedIn', 'Google', 'Amazon',  
'Apple', 'Microsoft', 'YouTube' ]**

## • len() function

The len function tells the number of elements in a list.

```
companies=['LinkedIn', 'Google', 'Amazon', 'Apple',  
'Microsoft', 'YouTube']  
print(len(companies))
```

**Output: 6**

## • pop() and remove() methods

The pop() method removes the elements at the position you specify; if you don't specify a position, it removes the last element in the list.

Example:

```
companies = ['LinkedIn', 'Google', 'Amazon', 'Apple',  
'Microsoft', 'YouTube']  
print(companies.pop(2))
```

**Output: Amazon**

The remove() method gets rid of the first occurrence of the element that you want to delete.

Example:

```
companies = ['LinkedIn', 'Google', 'Amazon', 'Apple',  
'Microsoft', 'YouTube']  
companies.remove('Amazon')  
print(companies)
```

**Output: ['LinkedIn', 'Google', 'Apple', 'Microsoft', 'YouTube']**

## • sum()

The sum() method returns the sum of all the elements in a list.

```
list_1 = [10, 30, 55]  
print(sum(list_1))
```

**Output: 95**

## • sorted()

The sorted() method sorts the elements of a given list in either an ascending or descending order.

```
list_2 = [40, 130, 55]  
print(sorted(list_2))
```

**Output: [40, 55, 130]**

## • max()

The max() method returns the largest element in a list.

```
list_2 = [40, 130, 55]  
print(max(list_2))
```

**Output: 130**

# Python Functions

## • Function basics

```
def say_hello(name): # say_hello is the function and  
name is the parameter  
print('Hello, ' + name + '!')
```

```
def concat_names(name1, name2): #this function takes  
two parameters  
return name1 + ' ' + name2
```

## • Call functions with data

```
def say_hello(first_name, last_name):  
name = first_name + ' ' + last_name  
print('Hello, ' + name + '!')  
say_hello('Bobby', 'Jones')
```

**Output: Hello, Bobby Jones!**

## • Call a function from another function

```
def user_name_function(f_name, l_name):  
return 'My name i ' + ' ' + f_name + ' ' + l_name  
  
def user_greetings(f_name, l_name):  
print('Hello World!')  
print(user_name_function(f_name, l_name))
```

# Python Dictionaries

## • Dictionary structure

```
Dictionary_name = {key:value} #keys must be an  
immutable type such as a string, number, or tuple  
  
python_empty_dict = {} #dictionary definition  
first_dict = {'banana': '1 kg', 'meat': '0.5 kg'} #dictionary with strings as  
its keys and values  
second_dict = {'name': 'Petra', 1: [31, 43, 55]}  
#dictionary with mixed keys
```

## • get() method

```
person = {'name': 'Mark', 'age': 16}  
print(person.get('age')) #Accessing dictionary using  
get() method
```

**Output: 16**

- **Add new elements or change elements**

```
my_dict = {'name':'Jack', 'age': 26}
```

```
# update value
my_dict['age'] = 27
```

```
#Output: {'age': 27, 'name': 'Jack'}
print(my_dict)
```

```
# add item
my_dict['address'] = 'Downtown'
```

- **pop() method**

Take a look at the pop() method and the popitem() method in action:

```
# create a dictionary
squares = {1:1, 2:4, 3:9, 4:16, 5:25}
```

```
# remove a particular item
print(squares.pop(4))
```

**Output: 16**

```
print(squares)
```

**Output: {1: 1, 2: 4, 3: 9, 5: 25}**

```
# remove an arbitrary item
print(squares.popitem())
```

**Output: (1, 1)**

```
print(squares)
```

**Output: {2: 4, 3: 9, 5: 25}**

- **del() method**

```
# create a dictionary
squares = {1:1, 2:4, 3:9, 4:16, 5:25}
```

```
# delete a particular item
del squares[5]
print(squares)
```

**Output: {1:1, 2:4, 3:9, 4:16}**

- **clear() method**

```
# create a dictionary
squares = {1:1, 2:4, 3:9, 4:16, 5:25}
```

```
# remove all items
squares.clear()
```

- **key() method**

```
my_dict = {1:1, 2:2, 3:3}
```

```
for key in my_dict.keys():
    print(my_dict[key])
```

- **items()**

```
for key, value in dict.items():
    print(key, values)
```

- **Convert a dictionary to a list**

```
list(dict.items())
```

- **Convert a list to a dictionary**

```
dict(list)
```

## Strings

- **String length**

```
string_1 = "Hello World!"
print(len(string_1))
```

**Output: 12**

- **Use index() to find a character**

```
string_2 = "Python programming language"
print(string_2.index('o'))
```

**Output: 4**

- **count()**

```
string_3 = "Being a Data Scientist has provided great
opportunities for me!"
print(string_3.count("a"))
```

**Output: 5**

```
print(string_3.count("Data"))
```

**Output: 1**

- **String slicing**

```
string_1 = "Hello world!"
print(string_1[:5])
```

**Output: Hello**

### • upper() and lower()

```
string_4 = "Hello World!"
print(string_4.upper())
print(string_4.lower())
```

**Output:**

**HELLO WORLD!**

**hello world!**

### • Split strings

```
string_5 = "Today is a very nice day!"
print(string_5.split(" ")) #split on space
```

**Output: ['Today', 'is', 'a', 'very', 'nice', 'day!']**

### • startswith() and endswith()

```
string_6 = "Artificial Intelligence is cool!"
print(string_6.startswith("Artificial"))
print(string_6.endswith("nice!"))
```

**Output:**

**True**

**False**

## Control Flow - Part 2

### • Nested loops

Example:

```
for x in [1, 2, 3]:
    for y in [4, 5, 6]: #Do not use the same counter name for
        two loops
        print(x * y)
```

### • break statement

Using a break statement terminates the loop that contains the statement.

Note: If the break statement is inside a nested loop, the break will terminate the innermost loop.

Example:

```
for char in 'world':
    if char == 'l':
        break
    print(char)
print('The end')
```

**Output:**

**w**

**o**

**r**

**The end**

### • continue statement

The continue statement is used to skip the rest of the code —the code after the continue statement — inside a loop, but only for the current iteration. The loop continues to run from the next iteration and does not terminate.

Example:

```
for char in 'world':
    if char == 'l':
        continue
    print(char)
```

**print('The end')**

**Output:**

**w**

**o**

**r**

**d**

**The end**

### • while loops:

Example:

```
word = 'snake'
usr_word = input('Type the word ' + word + ':') while
usr_word != word: #check that the word entered matches
the requested word
    usr_word = input('Try again!: ')
print('Correct!')
```

## Python Interacting with the Program

### • Input program

Program input allows you to enter a value from the terminal that can then be used in your program.

Example:

```
name = input('Enter your name: ')
print('Hello, ' + name + '!')
```

### • Create a text file and close it

file = open('new\_file.txt', 'w') #Create a new, empty file using the write mode

file.close()

### • Write to a file

```
file = open('new_file.txt', 'w')
file.write('I love Python')
file.close()
```

### • read() method

The output of the read() method will display all the text inside the file.

```
file = open('new_file.txt', 'r')
print(file.read())
file.close()
```

### • readline() method

The readline() method will return a string of characters that contain a single line of text or information from the provided file.

```
file = open('new_file.txt', 'r')
print(file.readline())
file.close()
```

### • Appending to a file

```
file = open('new_file.txt', 'a+') #If you want to append to a
file, you need to open it in a+ mode, rather than the w
mode.
file.write('Appended line 1')
file.write('Appended line 2')
file.close()
```

## Stacks

### • LIFO

The last item (be it a book, integer, string, etc.) added to a stack will be the first one removed if you try to access any other part of the stack. This kind of stack situation is known as last-in, first-out, or LIFO.

### • push()

```
stack=[]
def push(stack,new_item): #add items to a stack by
using the push() operation
stack.append(new_item)
```

### • pop()

Use the pop() method to remove the top item from the stack.

```
stack_example.pop()
```

### • is\_empty()

The is\_empty() function takes a stack and checks to see if it contains any items.

```
def is_empty(stack):
return stack==[]
```

### • size()

Size() is a built-in function that will return the number of elements in a given stack.

## Queues

### • FIFO

Consider a queue that has formed at an ice cream stand. The first person who got into the queue is also the first person who will be served and leave the queue first. This way of entering and exiting (or adding and deleting) items from a queue is known as first-in, first-out, or FIFO.

```
queue_test = []
```

### • enqueue()

```
def enqueue(queue,new_item): #add new items to a
queue
queue.append(new_item)
```

### • dequeue()

Use dequeue to remove an item from a queue.

```
def dequeue(queue):
queue.pop(0)
```