

# Python

The Python cheat sheet is a one-page reference sheet for the Python 3 programming language.

## # Getting Started

### Introduction

[Python](#) ([python.org](#))

[Learn X in Y minutes](#) ([learnxinyminutes.com](#))

[Regex in python](#) ([quickref.me](#))

### Hello World

```
>>> print("Hello, World!")  
Hello, World!
```

The famous "Hello World" program in Python

### Variables

```
age = 18      # age is of type int  
name = "John" # name is now of type str  
print(name)
```

Python can't declare a variable without assignment.

### Data Types

`str`

Text

`int, float, complex`

Numeric

`list, tuple, range`

Sequence

`dict`

Mapping

`set, frozenset`

Set

`bool`

Boolean

`bytes, bytearray, memoryview`

Binary

See: [Data Types](#)

Slicing String

```
>>> msg = "Hello, World!"
>>> print(msg[2:5])
llo
```

See: [Strings](#)

Lists

```
mylist = []
mylist.append(1)
mylist.append(2)
for item in mylist:
    print(item) # prints out 1,2
```

See: [Lists](#)

If Else

```
num = 200
if num > 0:
    print("num is greater than 0")
else:
    print("num is not greater than 0")
```

See: [Flow control](#)

Loops

```
for item in range(6):
    if item == 3: break
    print(item)
else:
    print("Finally finished!")
```

See: [Loops](#)

## Functions

```
>>> def my_function():  
...     print("Hello from a function")  
...  
>>> my_function()  
Hello from a function
```

See: [Functions](#)

## File Handling

```
with open("myfile.txt", "r", encoding='utf8') as file:  
    for line in file:  
        print(line)
```

See: [File Handling](#)

## Arithmetic

```
result = 10 + 30 # => 40  
result = 40 - 10 # => 30  
result = 50 * 5  # => 250  
result = 16 / 4  # => 4.0 (Float Division)  
result = 16 // 4 # => 4 (Integer Division)  
result = 25 % 2  # => 1  
result = 5 ** 3  # => 125
```

The `/` means quotient of x and y, and the `//` means floored quotient of x and y, also see [StackOverflow](#)

## Plus-Equals

```
counter = 0  
counter += 10      # => 10  
counter = 0  
counter = counter + 10 # => 10  
  
message = "Part 1."  
  
# => Part 1.Part 2.  
message += "Part 2."
```

## f-Strings (Python 3.6+)

```
>>> website = 'Quickref.ME'
>>> f"Hello, {website}"
"Hello, Quickref.ME"

>>> num = 10
>>> f'{num} + 10 = {num + 10}'
'10 + 10 = 20'
```

See: [Python F-Strings](#)

## # Python Data Types

### Strings

```
hello = "Hello World"
hello = 'Hello World'

multi_string = """Multiline Strings
Lorem ipsum dolor sit amet,
consectetur adipiscing elit """
```

See: [Strings](#)

### Numbers

```
x = 1    # int
y = 2.8  # float
z = 1j   # complex

>>> print(type(x))
<class 'int'>
```

### Booleans

```
my_bool = True
my_bool = False

bool(0)    # => False
bool(1)    # => True
```

### Lists

```
list1 = ["apple", "banana", "cherry"]
list2 = [True, False, False]
list3 = [1, 5, 7, 9, 3]
list4 = list((1, 5, 7, 9, 3))
```

See: [Lists](#)

Tuple

```
my_tuple = (1, 2, 3)
my_tuple = tuple((1, 2, 3))
```

Similar to List but immutable

Set

```
set1 = {"a", "b", "c"}
set2 = set(("a", "b", "c"))
```

Set of unique items/objects

Dictionary

```
>>> empty_dict = {}
>>> a = {"one": 1, "two": 2, "three": 3}
>>> a["one"]
1
>>> a.keys()
dict_keys(['one', 'two', 'three'])
>>> a.values()
dict_values([1, 2, 3])
>>> a.update({"four": 4})
>>> a.keys()
dict_keys(['one', 'two', 'three', 'four'])
>>> a['four']
4
```

Key: Value pair, JSON like object

Casting

### Integers

```
x = int(1)    # x will be 1
y = int(2.8)  # y will be 2
z = int("3")  # z will be 3
```

## Floats

```
x = float(1)      # x will be 1.0
y = float(2.8)    # y will be 2.8
z = float("3")    # z will be 3.0
w = float("4.2")  # w will be 4.2
```

## Strings

```
x = str("s1") # x will be 's1'
y = str(2)    # y will be '2'
z = str(3.0)  # z will be '3.0'
```

## # Python Strings

## Array-like

```
>>> hello = "Hello, World"
>>> print(hello[1])
e
>>> print(hello[-1])
d
```

Get the character at position 1 or last

## Looping

```
>>> for char in "foo":
...     print(char)
f
o
o
```

Loop through the letters in the word "foo"

## Slicing string

	m		y		b		a		c		o		n	

  

0	1	2	3	4	5	6	7
-7	-6	-5	-4	-3	-2	-1	

```
>>> s = 'mybacon'
>>> s[2:5]
'bac'
>>> s[0:2]
'my'
```

```
>>> s = 'mybacon'
>>> s[:2]
'my'
>>> s[2:]
'bacon'
>>> s[:2] + s[2:]
'mybacon'
>>> s[:]
'mybacon'
```

```
>>> s = 'mybacon'
>>> s[-5:-1]
'baco'
>>> s[2:6]
'baco'
```

#### With a stride

```
>>> s = '12345' * 5
>>> s
'1234512345123451234512345'
>>> s[::5]
'11111'
>>> s[4::5]
'55555'
>>> s[::-5]
'55555'
>>> s[::-1]
'15432154321543215432154321'
```

#### String Length

```
>>> hello = "Hello, World!"
>>> print(len(hello))
13
```

The len() function returns the length of a string

```
>>> s = '===+'
>>> n = 8
>>> s * n
'===+===+===+===+===+===+===+===+===+'
```

Check String

```
>>> s = 'spam'
>>> s in 'I saw spamalot!'
True
>>> s not in 'I saw The Holy Grail!'
True
```

Concatenates

```
>>> s = 'spam'
>>> t = 'egg'
>>> s + t
'spamegg'
>>> 'spam' 'egg'
'spamegg'
```

Formatting

```
name = "John"
print("Hello, %s!" % name)
```

```
name = "John"
age = 23
print("%s is %d years old." % (name, age))
```

format() Method

```
txt1 = "My name is {fname}, I'm {age}".format(fname="John", age=36)
txt2 = "My name is {0}, I'm {1}".format("John", 36)
txt3 = "My name is {}, I'm {}".format("John", 36)
```

Input

```
>>> name = input("Enter your name: ")
Enter your name: Tom
>>> name
'Tom'
```



## Get input data from console

Join

```
>>> "#".join(["John", "Peter", "Vicky"])
'John#Peter#Vicky'
```

Endswith

```
>>> "Hello, world!".endswith("!")
True
```

## # Python F-Strings (Since Python 3.6+)

f-Strings usage

```
>>> website = 'Quickref.ME'
>>> f"Hello, {website}"
"Hello, Quickref.ME"

>>> num = 10
>>> f'{num} + 10 = {num + 10}'
'10 + 10 = 20'

>>> f"""He said {"I'm John"}"""
"He said I'm John"

>>> f'5 {"{stars}"}'
'5 {stars}'
>>> f'{{{5}}} {"stars"}'
'{5} stars'

>>> name = 'Eric'
>>> age = 27
>>> f"""Hello!
...     I'm {name}.
...     I'm {age}."""
"Hello!\n    I'm Eric.\n    I'm 27."
```

it is available since Python 3.6, also see: [Formatted string literals](#)

f-Strings Fill Align

```
>>> f'{"text":10}'      # [width]
'text      '
>>> f'{"text":*>10}'    # fill left
'*****test'
>>> f'{"text":*<10}'    # fill right
'test*****'
>>> f'{"text":*^10}'    # fill center
'***test***'
>>> f'{12345:0>10}'     # fill with numbers
'0000012345'
```

## f-Strings Type

```
>>> f'{10:b}'          # binary type
'1010'
>>> f'{10:o}'          # octal type
'12'
>>> f'{200:x}'         # hexadecimal type
'c8'
>>> f'{200:X}'         # hexadecimal type
'C8'
>>> f'{345600000000:e}' # scientific notation
'3.456000e+11'
>>> f'{65:c}'          # character type
'A'
>>> f'{10:#b}'         # [type] with notation (base)
'0b1010'
>>> f'{10:#o}'         # [type] with notation (base)
'0o12'
>>> f'{10:#x}'         # [type] with notation (base)
'0xa'
```

## F-Strings Others

```
>>> f'{-12345:0=10}'   # negative numbers
'-000012345'
>>> f'{12345:010}'     # [0] shortcut (no align)
'0000012345'
>>> f'{-12345:010}'    # [0] shortcut (no align)
'-000012345'
>>> import math         # [.precision]
>>> math.pi
3.141592653589793
>>> f'{math.pi:.2f}'
'3.14'
>>> f'{1000000:.,.2f}' # [grouping_option]
```

```
'1,000,000.00'
>>> f'{1000000:_.2f}'
'1_000_000.00'
>>> f'{0.25:0%}'      # percentage
'25.000000%'
>>> f'{0.25:.0%}'
'25%'
```

## F-Strings Sign

```
>>> f'{12345:>}'      # [sign] (+/-)
'+12345'
>>> f'{12345:~}'
'-12345'
>>> f'{12345:+10}'
'      -12345'
>>> f'{12345:+010}'
'-000012345'
```

## # Python Lists

## Defining

```
>>> li1 = []
>>> li1
[]
>>> li2 = [4, 5, 6]
>>> li2
[4, 5, 6]
>>> li3 = list((1, 2, 3))
>>> li3
[1, 2, 3]
>>> li4 = list(range(1, 11))
>>> li4
[1, 2, 3, 4, 5, 6, 7, 8, 9, 10]
```

## Generate

```
>>> list(filter(lambda x : x % 2 == 1, range(1, 20)))
[1, 3, 5, 7, 9, 11, 13, 15, 17, 19]

>>> [x ** 2 for x in range (1, 11) if x % 2 == 1]
```

```
[1, 9, 25, 49, 81]
```

```
>>> [x for x in [3, 4, 5, 6, 7] if x > 5]
[6, 7]
```

```
>>> list(filter(lambda x: x > 5, [3, 4, 5, 6, 7]))
[6, 7]
```

## Append

```
>>> li = []
>>> li.append(1)
>>> li
[1]
>>> li.append(2)
>>> li
[1, 2]
>>> li.append(4)
>>> li
[1, 2, 4]
>>> li.append(3)
>>> li
[1, 2, 4, 3]
```

## List Slicing

Syntax of list slicing:

```
a_list[start:end]
a_list[start:end:step]
```

## Slicing

```
>>> a = ['spam', 'egg', 'bacon', 'tomato', 'ham', 'lobster']
>>> a[2:5]
['bacon', 'tomato', 'ham']
>>> a[-5:-2]
['egg', 'bacon', 'tomato']
>>> a[1:4]
['egg', 'bacon', 'tomato']
```

## Omitting index

```
>>> a[:4]
['spam', 'egg', 'bacon', 'tomato']
>>> a[0:4]
['spam', 'egg', 'bacon', 'tomato']
```

```
>>> a[2:]
['bacon', 'tomato', 'ham', 'lobster']
>>> a[2:len(a)]
['bacon', 'tomato', 'ham', 'lobster']
>>> a
['spam', 'egg', 'bacon', 'tomato', 'ham', 'lobster']
>>> a[:]
['spam', 'egg', 'bacon', 'tomato', 'ham', 'lobster']
```

With a stride

```
['spam', 'egg', 'bacon', 'tomato', 'ham', 'lobster']
>>> a[0:6:2]
['spam', 'bacon', 'ham']
>>> a[1:6:2]
['egg', 'tomato', 'lobster']
>>> a[6:0:-2]
['lobster', 'tomato', 'egg']
>>> a
['spam', 'egg', 'bacon', 'tomato', 'ham', 'lobster']
>>> a[::-1]
['lobster', 'ham', 'tomato', 'bacon', 'egg', 'spam']
```

Remove

```
>>> li = ['bread', 'butter', 'milk']
>>> li.pop()
'milk'
>>> li
['bread', 'butter']
>>> del li[0]
>>> li
['butter']
```

Access

```
>>> li = ['a', 'b', 'c', 'd']
>>> li[0]
'a'
>>> li[-1]
'd'
>>> li[4]
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
IndexError: list index out of range
```

Concatenating

```
>>> odd = [1, 3, 5]
>>> odd.extend([9, 11, 13])
>>> odd
[1, 3, 5, 9, 11, 13]
>>> odd = [1, 3, 5]
>>> odd + [9, 11, 13]
[1, 3, 5, 9, 11, 13]
```

Sort &amp; Reverse

```
>>> li = [3, 1, 3, 2, 5]
>>> li.sort()
>>> li
[1, 2, 3, 3, 5]
>>> li.reverse()
>>> li
[5, 3, 3, 2, 1]
```

Count

```
>>> li = [3, 1, 3, 2, 5]
>>> li.count(3)
2
```

Repeating

```
>>> li = ["re"] * 3
>>> li
['re', 're', 're']
```

## # Python Flow control

Basic

```
num = 5
if num > 10:
    print("num is totally bigger than 10.")
elif num < 10:
    print("num is smaller than 10.")
else:
    print("num is indeed 10.")
```

One line

```
>>> a = 330
>>> b = 200
>>> r = "a" if a > b else "b"
>>> print(r)
a
```

else if

```
value = True
if not value:
    print("Value is False")
elif value is None:
    print("Value is None")
else:
    print("Value is True")
```

## # Python Loops

Basic

```
primes = [2, 3, 5, 7]
for prime in primes:
    print(prime)
```

With index

```
animals = ["dog", "cat", "mouse"]
for i, value in enumerate(animals):
    print(i, value)
```

While

```
x = 0
while x < 4:
    print(x)
    x += 1 # Shorthand for x = x + 1
```

Break

```
x = 0
for index in range(10):
    x = index * 10
    if index == 5:
        break
    print(x)
```

Continue

```
for index in range(3, 8):
    x = index * 10
    if index == 5:
        continue
    print(x)
```

Range

```
for i in range(4):
    print(i) # Prints: 0 1 2 3

for i in range(4, 8):
    print(i) # Prints: 4 5 6 7

for i in range(4, 10, 2):
    print(i) # Prints: 4 6 8
```

With zip()

```
name = ['Pete', 'John', 'Elizabeth']
age = [6, 23, 44]
for n, a in zip(name, age):
    print('%s is %d years old' %(n, a))
```

List Comprehension

```
result = [x**2 for x in range(10) if x % 2 == 0]

print(result)
# [0, 4, 16, 36, 64]
```

## # Python Functions



## Basic

```
def hello_world():  
    print('Hello, World!')
```

## Return

```
def add(x, y):  
    print("x is %s, y is %s" %(x, y))  
    return x + y
```

```
add(5, 6)    # => 11
```

## Positional arguments

```
def varargs(*args):  
    return args
```

```
varargs(1, 2, 3)  # => (1, 2, 3)
```

## Keyword arguments

```
def keyword_args(**kwargs):  
    return kwargs
```

```
# => {"big": "foot", "loch": "ness"}  
keyword_args(big="foot", loch="ness")
```

## Returning multiple

```
def swap(x, y):  
    return y, x
```

```
x = 1  
y = 2  
x, y = swap(x, y)  # => x = 2, y = 1
```

## Default Value

```
def add(x, y=10):  
    return x + y
```

```
add(5)        # => 15  
add(5, 20)    # => 25
```

```
# => True
(lambda x: x > 2)(3)

# => 5
(lambda x, y: x ** 2 + y ** 2)(2, 1)
```

## # Python Modules

Import modules

```
import math
print(math.sqrt(16)) # => 4.0
```

From a module

```
from math import ceil, floor
print(ceil(3.7)) # => 4.0
print(floor(3.7)) # => 3.0
```

Import all

```
from math import *
```

Shorten module

```
import math as m

# => True
math.sqrt(16) == m.sqrt(16)
```

Functions and attributes

```
import math
dir(math)
```

# # Python File Handling

Read file

Line by line

```
with open("myfile.txt") as file:
    for line in file:
        print(line)
```

With line number

```
file = open('myfile.txt', 'r')
for i, line in enumerate(file, start=1):
    print("Number %s: %s" % (i, line))
```

String

Write a string

```
contents = {"aa": 12, "bb": 21}
with open("myfile1.txt", "w+") as file:
    file.write(str(contents))
```

Read a string

```
with open('myfile1.txt', "r+") as file:
    contents = file.read()
print(contents)
```

Object

Write an object

```
contents = {"aa": 12, "bb": 21}
with open("myfile2.txt", "w+") as file:
    file.write(json.dumps(contents))
```

Read an object

```
with open('myfile2.txt', "r+") as file:
    contents = json.load(file)
print(contents)
```

Delete a File

```
import os
os.remove("myfile.txt")
```

Check and Delete

```
import os
if os.path.exists("myfile.txt"):
    os.remove("myfile.txt")
else:
    print("The file does not exist")
```

Delete Folder

```
import os
os.rmdir("myfolder")
```

## # Python Classes & Inheritance

Defining

```
class MyNewClass:
    pass

# Class Instantiation
my = MyNewClass()
```

Constructors

```
class Animal:
    def __init__(self, voice):
        self.voice = voice

cat = Animal('Meow')
print(cat.voice)    # => Meow

dog = Animal('Woof')
print(dog.voice)    # => Woof
```

Method

```
class Dog:

    # Method of the class
    def bark(self):
        print("Ham-Ham")
```

```
charlie = Dog()
charlie.bark()    # => "Ham-Ham"
```

## Class Variables

```
class MyClass:
    class_variable = "A class variable!"

# => A class variable!
print(MyClass.class_variable)

x = MyClass()

# => A class variable!
print(x.class_variable)
```

## Super() Function

```
class ParentClass:
    def print_test(self):
        print("Parent Method")

class ChildClass(ParentClass):
    def print_test(self):
        print("Child Method")
        # Calls the parent's print_test()
        super().print_test()
```

```
>>> child_instance = ChildClass()
>>> child_instance.print_test()
Child Method
Parent Method
```

## repr() method

```
class Employee:
    def __init__(self, name):
        self.name = name

    def __repr__(self):
        return self.name

john = Employee('John')
print(john)    # => John
```

## User-defined exceptions

```
class CustomError(Exception):  
    pass
```

## Polymorphism

```
class ParentClass:  
    def print_self(self):  
        print('A')  
  
class ChildClass(ParentClass):  
    def print_self(self):  
        print('B')  
  
obj_A = ParentClass()  
obj_B = ChildClass()  
  
obj_A.print_self() # => A  
obj_B.print_self() # => B
```

## Overriding

```
class ParentClass:  
    def print_self(self):  
        print("Parent")  
  
class ChildClass(ParentClass):  
    def print_self(self):  
        print("Child")  
  
child_instance = ChildClass()  
child_instance.print_self() # => Child
```

## Inheritance

```
class Animal:  
    def __init__(self, name, legs):  
        self.name = name  
        self.legs = legs  
  
class Dog(Animal):  
    def sound(self):  
        print("Woof!")  
  
Yoki = Dog("Yoki", 4)  
print(Yoki.name) # => YOKI
```

```
print(Yoki.legs) # => 4
Yoki.sound()     # => Woof!
```

## # Miscellaneous

Comments

```
# This is a single line comments.

""" Multiline strings can be written
    using three "s, and are often used
    as documentation.
"""

''' Multiline strings can be written
    using three 's, and are often used
    as documentation.
'''
```

Generators

```
def double_numbers(iterable):
    for i in iterable:
        yield i + i
```

Generators help you make lazy code.

Generator to list

```
values = (-x for x in [1,2,3,4,5])
gen_to_list = list(values)

# => [-1, -2, -3, -4, -5]
print(gen_to_list)
```

Handle exceptions

```
try:
    # Use "raise" to raise an error
    raise IndexError("This is an index error")
except IndexError as e:
    pass # Pass is just a no-op. Usually you would do recovery here
```

```
except (TypeError, NameError):  
    pass                # Multiple exceptions can be handled together, if required  
else:                  # Optional clause to the try/except block. Must follow a try or except  
    print("All good!")  # Runs only if the code in try raises no exceptions  
finally:               # Execute under all circumstances  
    print("We can clean up resources here")
```

## Related Cheatsheet

**Awk Cheatsheet**

[Quick Reference](#)

**Bash Cheatsheet**

[Quick Reference](#)

## Recent Cheatsheet

**HTML Characters Entities Cheatsheet**

[Quick Reference](#)

**ISO 639-1 Language Code Cheatsheet**

[Quick Reference](#)

**Rust Cheatsheet**

[Quick Reference](#)

**VSCode Cheatsheet**

[Quick Reference](#)

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