

```
print()
```

.py file extension

\* python is interpreted, not assembled

foo = bar var declaration, no difference between dec & assign

↳ types are handled automatically

```

int
float
str
bool
NoneType

```

\* None = null

```
input() = prompt()
```

'+' operator can concat like js

ex. "Hello, " + var

fstrings also supported

ex. f"Hello, {var}"

Conditionals:

```
if foo > bar:
```

```
    statement
```

```
elif bar > foo:
```

```
    statement
```

```
else:
```

\* indentation integral!

\* input() returns str, handle var types manually

↳ casting: int(), str(), etc.

Sequences:

str[n] works.

\* Lists are basically js arrays (use .append)

↳ all elements stored as Objects

Tuples are used for things like coords

↳ use (1, 2)

Sets are for unique values set() & set.add

Dicts are for key-val pairs {key:val, key:val} >> js object syntax-ish:

↳ dict[key]

# for commenting

```
len(sequence) = length
```

Loops:

```
for i in _____:
```

↓  
list, range, str, etc

Functions:

```
def func(arg):
```

```
    return
```

Importing:

```
from file import func
```

OR

```
import file & file.func
```

OOP

~~~~~

```
class ClassName():
```

```
    def __init__(self, arg1, arg2):
```

```
        self.arg1 = arg1
```

```
        self.arg2 = arg2
```

```
    def other_func(self, etc.):
```

```
var = ClassName(foo, bar)
```

SIDE NOTES:

decorators: functions can be passed to others as inputs

ex. def announce(f):

```
    def wrapper():
```

```
        print("running")
```

```
        f()
```

```
    return wrapper
```

```
@announce
```

```
def func()
```

lambda f: "foobar"

↳ inline func declaration

exception handling:

```
import sys
```

```
try:
```

```
    foo
```

```
except error:
```

```
    bar
```

```
    sys.exit()
```