



# Python Notizen

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»Die Mathematik ist die Sprache der Natur, ihre Buchstaben sind Dreiecke, Kreise und andere Figuren.«

– Galileo Galilei

✓ keywords

## 1 boolean true false

```
# boolean true, false
log_var1 = True == (1 > 2) # False
log_var2 = True == (2 > 1) # True
```

## 2 and or not

```
# and, or, not
log_var3 = True and True # True
log_var4 = True or False # True
log_var5 = not False # True
```

## 3 break continue

```
# break, continue
while True:
    break # ende
    continue # abbruch
```

## 4 class

```
# class
#class Coffee:
#    # Define your class
```





## 5 funktion

```
def say_hi():  
    print("hi")  
  
say_hi()
```

## 6 if elif else

```
x = int(input("Eingabe Zahl: "))  
if x > 3: print("Big")  
elif x == 3: print("3")  
else: print("Small")
```

## 7 for while

```
# For  
for i in [0,1,2]:  
    print(i)  
  
# While  
j = 0  
while j < 3:  
    print(j); j = j + 1
```

## 8 in

```
# in  
liste = [2, 39, 42]  
log_var6 = 42 in liste # True  
log_var6
```

## 9 is

```
# is  
y = x = 3  
log_var7 = x is y # True
```





## 10 None

```
# None
print() is None # True
```

## 11 lambda

```
# lambda
(lambda x: x+3)(2) # 5
```

## 12 return

```
# return
def increment(x):
    return x + 1

increment(4) # returns 5
```



## Vektor und Matrix

array1	=	10	100	1000
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array2	=	1	2	3
		4	5	6

### Berechne

array2 + 1	=	2	3	4
		5	6	7

array2 * array2	=	1	4	9
		16	25	36

array2 * array1	=	10	200	3000
		40	500	6000

array2 @ array2.T	=	14	32
		32	77

array2.T	=	1	4
		2	5
		3	6