

PYTHON CHEATSHEET

A

- **Array Module:** For working with arrays.

python

Copy Edit

```
import array
arr = array.array('i', [1, 2, 3])
arr.append(4)
```

- **all():** Returns **True** if all elements in an iterable are true.

python

Copy Edit

```
all([True, True, False]) # False
```

- **any():** Returns **True** if any element in an iterable is true.

python

Copy Edit

```
any([True, False, False]) # True
```

B

- **Backslash Escape Sequences:** Used for special characters in strings.

python

Copy Edit

```
print("Hello\nWorld") # Prints "Hello" on one line and "World" on the next
print("C:\\Users\\Name") # Escapes backslashes
```

- **Binary:** Convert numbers to binary.

python

Copy Edit

```
bin(5) # '0b101'
```

C

- **Counters:** From `collections` module, used for counting items.

python

 Copy  Edit

```
from collections import Counter
counter = Counter([1, 2, 2, 3, 3, 3])
print(counter) # Counter({3: 3, 2: 2, 1: 1})
```

- **Copying:** Creating shallow and deep copies of objects.

python

 Copy  Edit

```
import copy
shallow_copy = my_list.copy()
deep_copy = copy.deepcopy(my_list)
```

D

- **Del:** Deletes an object or slice from a list.

python

 Copy  Edit

```
del my_list[0] # Removes the first element
```

- **Decorators:** Functions that modify other functions.

python

 Copy  Edit

```
def decorator(func):
    def wrapper():
        print("Before function call")
        func()
        print("After function call")
    return wrapper

@decorator
def greet():
    print("Hello!")
```

E

- **Enum:** From `enum` module, for creating enumerations.

python

Copy Edit

```
from enum import Enum
class Color(Enum):
    RED = 1
    GREEN = 2
    BLUE = 3
```

F

- **Filter:** Filters an iterable based on a function.

python

Copy Edit

```
nums = [1, 2, 3, 4, 5]
even_nums = list(filter(lambda x: x % 2 == 0, nums))
```

- **Format():** Used for string formatting.

python

Copy Edit

```
name = "Alice"
age = 30
print("My name is {} and I am {} years old.".format(name, age))
```

G

- **Global and Local Scope:** Variables defined inside a function are local, while those outside are global.


python

Copy Edit

```
global_var = "I am global"
def test():
    local_var = "I am local"
    print(global_var)
```

- **Get():** Used with dictionaries to retrieve values with a default.

python



 Copy  Edit

```
my_dict = {"name": "John"}  
print(my_dict.get("age", "Not available")) # "Not available"
```

H

- **Hasattr():** Checks if an object has a particular attribute.

python



 Copy  Edit

```
class Person:  
    name = "John"  
p = Person()  
print(hasattr(p, "name")) # True
```

I

- **In and Not In:** Checks membership in iterables.

python

 Copy  Edit

```
3 in [1, 2, 3] # True  
4 not in [1, 2, 3] # True
```

- **Isinstance():** Checks if an object is an instance of a class.

python

 Copy  Edit

```
isinstance(5, int) # True  
isinstance("Hello", str) # True
```


J

- **JSON:** Work with JSON data.

python

 Copy  Edit

```
import json
data = '{"name": "John", "age": 30}'
parsed_data = json.loads(data)
print(parsed_data["name"]) # John
```

L

- **Length of List:** Use `len()` to find the number of elements in a list.



python

 Copy  Edit

```
len([1, 2, 3]) # 3
```

- **Local Variables:** Variables defined inside a function.

python

 Copy  Edit

```
def test():
    x = 10 # Local variable
```

M

- **Max():** Returns the largest item.

python

 Copy  Edit

```
max([1, 2, 3, 4]) # 4
```

- **Min():** Returns the smallest item.

python

 Copy  Edit

```
min([1, 2, 3, 4]) # 1
```

N

- **Next():** Returns the next item from an iterator.

python



 Copy  Edit

```
nums = iter([1, 2, 3])  
print(next(nums)) # 1
```

O

- **Open():** Opens a file for reading or writing.

python

 Copy  Edit

```
with open('file.txt', 'r') as file:  
    data = file.read()
```

- **Or:** Logical OR operation.

python

 Copy  Edit

```
True or False # True
```

P

- **Pass:** A placeholder for future code.



python

 Copy  Edit

```
def func():  
    pass # No implementation yet
```

- **Print():** Prints values to the console.



python

 Copy  Edit

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

- **Pop():** Removes an item from a list and returns it.

python


 Copy  Edit

```
my_list = [1, 2, 3]
item = my_list.pop(1) # Removes item at index 1 (value 2)
```

Q

- **Queue:** From the `queue` module, for thread-safe queues.

python


 Copy  Edit

```
from queue import Queue
q = Queue()
q.put(1)
q.put(2)
print(q.get()) # 1
```

R

- **Reversed():** Returns the reversed version of an iterable.

python

 Copy  Edit

```
reversed_list = list(reversed([1, 2, 3]))
```

- **Round():** Rounds a number to a specified decimal place.

python

 Copy  Edit

```
round(3.14159, 2) # 3.14
```

S

- **Strip():** Removes leading and trailing whitespace from a string.

python

 Copy  Edit

```
" hello ".strip() # "hello"
```

- **Set Comprehensions:** Create sets using a similar syntax to list comprehensions.

python

Copy Edit

```
even_numbers = {x for x in range(10) if x % 2 == 0}
```

- **Sort():** Sorts a list in-place.

python

Copy Edit

```
my_list = [3, 1, 2]
my_list.sort() # [1, 2, 3]
```

T

- **Try-Else:** Executes code when no exception occurs in `try`.

python

Copy Edit

```
try:
    x = 1 / 1
except ZeroDivisionError:
    print("Error")
else:
    print("No error")
```

- **Tuple Unpacking:** Assign elements of a tuple to variables.

python

Copy Edit

```
a, b = (1, 2)
```

U

- **Unpacking:** Unpack iterables into variables.

python

Copy Edit

```
a, b, *rest = [1, 2, 3, 4, 5]
```


- **Upper():** Converts a string to uppercase.

python

Copy Edit

```
"hello".upper() # "HELLO"
```

V

- **Varargs:** Variable length arguments.

python

Copy Edit

```
def sum_all(*args):  
    return sum(args)
```

- **Zip():** Combine multiple iterables into a single iterable.

python

Copy Edit

```
zip([1, 2], ['a', 'b']) # [(1, 'a'), (2, 'b')]
```

W

- **While-Else:** Executes code when the while loop ends normally.

python

Copy Edit

```
x = 0  
while x < 5:  
    print(x)  
    x += 1  
else:  
    print("Loop finished")
```

- **With Statement:** For managing resources, like file handling.

python

Copy Edit

```
with open("file.txt", "w") as f:  
    f.write("Hello!")
```

X

- **Xrange():** Used in Python 2 for generating numbers lazily. (Python 3 uses `range()` which is like `xrange()`.)

Y

- **Yield From:** Used to delegate part of a generator to another generator.

python

Copy Edit

```
def generator():  
    yield from range(5)
```

Z

- **Zero Division Error:** Caught by `except` in try-except blocks.

python

Copy Edit

```
try:  
    x = 1 / 0  
except ZeroDivisionError:  
    print("Cannot divide by zero")
```

This complete cheat sheet should cover most of the Python concepts and functions you may encounter!