

The Best* Python Cheat Sheet

Just what you need

Keywords

and	finally	or
as	for	pass
assert	from	raise
break	global	return
case*	if	True
class	import	try
continue	in	type*
def	is	while
del	lambda	with
elif	match*	yield
else	None	_*
except	nonlocal	-
False	not	

*Soft keywords

Operators

Precedence (high->low)

(...,) [...,] {...,} {...:...,}

s[i] s[i:j] s.attr f(...)

await x

+x, -x, ~x

x ** y

x * y, x @ y, x / y, x // y, x % y

x + y, x - y

x << y x >> y

x & y

x ^ y

x | y

x < y x <= y x > y x >= y x == y x != y

x is y x is not y

x in s x not in s

not x

x and y

x or y

if - else

lambda

:=

Description

tuple, list, set, dict

index, slice, attribute, function call

await expression

unary positive, negative, bitwise NOT

power

multiply, matrix multiply, divide, floor divide, modulus

add, subtract

bitwise shift left, right

bitwise and

bitwise exclusive or

bitwise or

comparison,

identity,

membership

boolean negation

boolean and

boolean or

conditional expression

lambda expression

assignment expression

Assignment

`a = b`

`a += b`

`a -= b`

`a *= b`

`a /= b`

`a //= b`

`a %= b`

`a **= b`

`a &= b`

`a |= b`

Usually equivalent

Assign object `b` to label `a`

`a = a + b`

`a = a - b`

`a = a * b`

`a = a / b` (true division)

`a = a // b` (floor division)

`a = a % b`

`a = a ** b`

`a = a & b`

`a = a | b`

Assignment	Usually equivalent
<code>a ^= b</code>	<code>a = a ^ b</code>
<code>a >>= b</code>	<code>a = a >> b</code>
<code>a <<= b</code>	<code>a = a << b</code>

Splat * operator

Function definition

```
def f(*args): ...           # f(1, 2, 3)
def f(x, *args): ...       # f(1, 2, 3)
def f(*args, z): ...       # f(1, 2, z=3)

def f(**kwargs): ...       # f(x=1, y=2, z=3)
def f(x, **kwargs): ...    # f(x=1, y=2, z=3) | f(1, y=2, z=3)
def f(*args, **kwargs): ... # f(x=1, y=2, z=3) | f(1, y=2, z=3) | f(1, 2, z=3) | f(1, 2, 3)
def f(x, *args, **kwargs): ... # f(x=1, y=2, z=3) | f(1, y=2, z=3) | f(1, 2, z=3) | f(1, 2, 3)
def f(*args, y, **kwargs): ... # f(x=1, y=2, z=3) | f(1, y=2, z=3)

def f(*, x, y, z): ...      # f(x=1, y=2, z=3)
def f(x, *, y, z): ...      # f(x=1, y=2, z=3) | f(1, y=2, z=3)
def f(x, y, *, z): ...      # f(x=1, y=2, z=3) | f(1, y=2, z=3) | f(1, 2, z=3)
```

Function call

```
args = (1, 2)           # * expands sequence to positional arguments
kwargs = {'x': 3, 'y': 4} # ** expands dictionary to keyword arguments
func(*args, **kwargs)    # is the same as:
func(1, 2, x=3, y=4)
```

Unpacking

```
head, *body          = s      # unpack assignment
head, *body, tail    = s
*body, tail          = s
s = [*it[, ...]]       # unpack to list
s = (*it[, ...])       # unpack to tuple
s = {*it[, ...]}       # unpack to set
d2 = {**d1[, ...]}     # unpack to dict
```

Flow control

```
for item in <iterable>:
    ...
[else: # if loop completes without break
    ...]

while <condition>:
    ...
[else: # if loop completes without break
    ...]

break          # immediately exit loop
continue       # skip to next loop iteration
return [value] # exit function, return value | None
yield [value]  # exit generator, yield value | None
assert <expr>[, message] # if not expr raise AssertionError(message)
```

```

if condition:
    ...
[elif condition:
    ...]*
[else:
    ...]

<expression1> if <condition> else <expression2>

with <expression> [as name]:
    ...

```

Match

Python 3.10+

```

match <expression>:
    case <pattern> [if <condition>]:
        ...
    case <pattern1> | <pattern2>:      # OR pattern
    case _:                          # default case
        ...

```

Match case pattern

1/'abc'/True/None/math.pi	Value pattern, match literal or dotted name	t	
<type>()	Class pattern, match any object of that type	<pattern> <pattern> [...]	Or pattern, match any of the patterns
<type>(<name>=<pattern>, ...)	Class pattern, match object with matching attributes	<pattern> as <name>me>	As pattern, bind match to name
<name>	Capture pattern, match any object, bind to name	[<pattern>[, ...[, *args]]	Sequence pattern (list tuple) matches sequence with matching items
_	Wildcard, match any object	{<value_pattern>[: <pattern>[, ...[, **kws]]]	Mapping pattern matches any dictionary with matching items

- Class patterns **do not** create a new instance of the class
- Patterns can be bracketed to override precedence [| > as > ,]
- Built-in types allow a single positional pattern that is matched against the entire object.
- Names bound in the matching case + names bound in its block are visible after the match statement

Context manager

with statements require object with `__enter__()` and `__exit__()` special methods: • `__enter__()` should lock resources and optionally return an object • `__exit__()` should release resources, and handle any exceptions raised in the block, optionally suppressing it by returning True

```

class MyOpen:
    def __init__(self, filename):
        self.filename = filename
    def __enter__(self):
        self.file = open(self.filename)
        return self.file
    def __exit__(self, exc_type, exception, traceback):
        self.file.close()

>>> with open('test.txt', 'w') as file: ...
...     file.write('Hello World!')
>>> with MyOpen('test.txt') as file: ...
...     print(file.read())
Hello World!

```

Class

Instantiation

```

class C:
    def __init__(self, a):
        self.a = a
    def __repr__(self):
        """Used for repr(c), also for str(c) if __str__ not defined."""
        return f'{self.__class__.__name__}({self.a!r})'
    def __str__(self):
        return str(self.a)

    @classmethod
    def get_class_name(cls): # passed class rather than instance
        return cls.__name__

    @staticmethod
    def static(): # passed nothing
        return 1

# class instantiation does this
obj = cls.__new__(cls, *args, **kwds)
if isinstance(obj, cls):
    obj.__init__(*args, **kwds)

```

Instance property

```

class C:
    @property
    def f(self):
        if not hasattr(self, '_f'):
            return
        return self._f
    @f.setter
    def f(self, value):
        self._f = value

```

Class special methods

Operator

```
self + other
other + self
self += other
self - other
other - self
self -= other
self * other
other * self
self *= other
self @ other
other @ self
self @= other
self / other
other / self
self /= other
self // other
other // self
self //= other
self % other
other % self
self %= other
divmod(self, other)
divmod(self, other)
self ** other
other ** self
self **= other
self << other
other << self
self <=< other
self >> other
other >> self
self >= other
self & other
other & self
self &= other
self | other
other | self
self |= other
self ^ other
other ^ self
self ^= other
```

Method

```
__add__(self, other)
__radd__(self, other)
__iadd__(self, other)
__sub__(self, other)
__rsub__(self, other)
__isub__(self, other)
__mul__(self, other)
__rmul__(self, other)
__imul__(self, other)
__matmul__(self, other)
__rmatmul__(self, other)
__imatmul__(self, other)
__truediv__(self, other)
__rtruediv__(self, other)
__itruediv__(self, other)
__floordiv__(self, other)
__rfloordiv__(self, other)
__ifloordiv__(self, other)
__mod__(self, other)
__rmod__(self, other)
__imod__(self, other)
__divmod__(self, other)
__rdivmod__(self, other)
__pow__(self, other)
__rpow__(self, other)
__ipow__(self, other)
__lshift__(self, other)
__rlshift__(self, other)
__ilshift__(self, other)
__rshift__(self, other)
__rrshift__(self, other)
__irshift__(self, other)
__and__(self, other)
__rand__(self, other)
__iand__(self, other)
__or__(self, other)
__ror__(self, other)
__ior__(self, other)
__xor__(self, other)
__rxor__(self, other)
__ixor__(self, other)
```

-self	__neg__(self)
+self	__pos__(self)
abs(self)	__abs__(self)
~self	__invert__(self) [bitwise]
self == other	__eq__(self) [default 'is', requires __hash__]
self != other	__ne__(self)
self < other	__lt__(self, other)
self <= other	__le__(self, other)
self > other	__gt__(self, other)
self >= other	__ge__(self, other)
item in self	__contains__(self, item)
bool(self)	__bool__(self)
bytes(self)	__bytes__(self)
complex(self)	__complex__(self)
float(self)	__float__(self)
int(self)	__int__(self)
round(self)	__round__(self[, ndigits])
math.ceil(self)	__ceil__(self)
math.floor(self)	__floor__(self)
math.trunc(self)	__trunc__(self)
dir(self)	__dir__(self)
format(self)	__format__(self, format_spec)
hash(self)	__hash__(self)
iter(self)	__iter__(self)
len(self)	__len__(self)
repr(self)	__repr__(self)
reversed(self)	__reversed__(self)
str(self)	__str__(self)
self(*args, **kwds)	__call__(self, *args, **kwds)
self[...]	__getitem__(self, key)
self[...] = 1	__setitem__(self, key, value)
del self[...]	__delitem__(self, key)
other[self]	__index__(self)
self.name	__getattr__(self, name)
	__getattr__(self, name) [if AttributeError]
self.name = 1	__setattr__(self, name, value)
del self.name	__delattr__(self, name)
with self:	__enter__(self)
	__exit__(self, exc_type, exc_value, traceback)
await self	__await__(self)

String

Immutable sequence of characters.

<substring> in s	True if string contains <i>substring</i>	characters	
s.startswith(<prefix>[, start[, end]])	True if string starts with prefix, optionally search bounded substring	s.lstrip(chars=None)	Strip whitespace from left end, or passed characters
s.endswith(<suffix>[, start[, end]])	True if string ends with suffix, optionally search bounded substring	s.rstrip(chars=None)	Strip whitespace from right end, or passed characters
s.strip(chars=None)	Strip whitespace from both ends, or passed	s.ljust(width, fillchar=' ')	Left justify with fillchar
		s.rjust(width, fillchar=' ')	Right justify with fillchar

<code>s.center(width, fillchar=' ')</code>	Center with fillchar
<code>s.rstrip(chars=None)</code>	Strip whitespace from right end, or passed characters
<code>s.split(sep=None, maxsplit=-1)</code>	Split on whitespace, or <i>sep</i> str at most <i>maxsplit</i> times
<code>s.splitlines(keepends=False)</code>	Split lines on <code>[\n\r\f\v\x1c-\x1e\x85\u2028\u2029]</code> and <code>\r\n</code>
<code><separator>.join(<strings>)</code>	Join <i>strings</i> with <i>separator</i>
<code>s.find(<substring>)</code>	Index of first match or -1
<code>s.index(<substring>)</code>	Index of first match or raise <code>ValueError</code>
<code>s.lower()</code>	To lower case
<code>s.upper()</code>	To upper case
<code>s.title()</code>	To title case (The Quick Brown Fox)
<code>s.capitalize()</code>	Capitalize first letter
<code>s.replace(old, new[, count])</code>	Replace <i>old</i> with <i>new</i> at most <i>count</i> times

<code>s.translate(<table>)</code>	Use <i>str.maketrans(<dict>)</i> to generate table
<code>chr(<int>)</code>	Integer to Unicode character
<code>ord(<str>)</code>	Unicode character to integer
<code>s.isdecimal()</code>	True if <code>[0-9]</code> , <code>[0-9]</code> or <code>[٩-٠]</code>
<code>s.isdigit()</code>	True if <code>isdecimal()</code> or <code>[٢ ٣ ١...]</code>
<code>s.isnumeric()</code>	True if <code>isdigit()</code> or <code>[١٢٣٤٥٦٧٨٩٠一...]</code>
<code>s.isalnum()</code>	True if <code>isnumeric()</code> or <code>[a-zA-Z...]</code>
<code>s.isprintable()</code>	True if <code>isalnum()</code> or <code>[!]</code>
<code>s.isspace()</code>	True if <code>[\t\n\r\f\v\x1c-\x1f\x85\xa0...]</code>
<code>head, sep, tail = s.partition(<separator>)</code>	Search for separator from start and split
<code>head, sep, tail = s.rpartition(<separator>)</code>	Search for separator from end and split

String formatting

```
f-string
f'{6/3}, {'a'+ 'b'}"
'{}, {}'.format(6/3, 'a'+ 'b')
f'{1:<5}'
f'{1:^5}'
f'{1:>5}'
f'{1:.<5}'
f'{1:.>5}'
f'{1:0}'
f'{1+1=}'
f'{v!r}'
f'{today:%d %b %Y}'
f'{1.729:.2f}'
f'{1.7:04}'
f'{1.7:4}'
f'{ "abc":.2}'
f'{ "abc":6.2}'
f'{ "abc"!r:6}'
f'{123456:,}'
f'{123456:}_}'
f'{123456:+6}'
```

```
Output
'2, ab'

'1      '
'      1  '
'      1 '
'1....'
'....1'
'1'
'1+1=2' (= prepends)
repr(v)
'21 Jan 1984'
'1.73'
'01.7'
' 1.7'
'ab'
'ab      '
'"abc" '
'123,456'
'123_456'
'      +123'
```


<code>f'{123456:+=6}'</code>	<code>'+ 123'</code>
<code>f'{1.234:.2}'</code>	<code>'1.2'</code>
<code>f'{1.234:.2f}'</code>	<code>'1.23'</code>
<code>f'{1.234:.2e}'</code>	<code>'1.230e+00'</code>
<code>f'{1.234:.2%}'</code>	<code>'123.40%'</code>
<code>f'{164:b}'</code>	<code>'10100100'</code>
<code>f'{164:o}'</code>	<code>'244'</code>
<code>f'{164:X}'</code>	<code>'A4'</code>
<code>f'{164:c}'</code>	<code>'ÿ'</code>
<code>f'{1 #comment}'</code>	<code>'1' (v3.12)</code>

Regex

```
>>> import re
>>> my_re = re.compile(r'name is (?P<name>[A-Za-z]+)')
>>> match = my_re.search('My name is Douglas.')
>>> match.group()
'name is Douglas'
>>> match.group(1)
'Douglas'
>>> match.groupdict()['name']
'Douglas'
```

Regex syntax

.	Any character (newline if DOTALL)	\\	Literal '\\' Or
^	Start of string (every line if MULTILINE)	(...)	Group
\$	End of string (every line if MULTILINE)	(?:...)	Non-capturing group
*	0 or more of preceding	(?P<name>...)	Named group
+	1 or more of preceding	(?P=name)	Match text matched by earlier group
?	0 or 1 of preceding	(?=...)	Match next, non-consumptive
*?, +?, ??	Same as *, + and ?, as few as possible	(?!...)	Non-match next, non-consumptive
{m,n}	m to n repetitions	(?<=...)	Match preceding, positive lookbehind assertion
{m,n}?	m to n repetitions, as few as possible	(?<!...)	Non-match preceding, negative lookbehind assertion
[]	Character set: e.g. '[a-zA-Z]'	(?(group)A B)	Conditional match - A if group previously matched else B
[^]	NOT character set	(?letters)	Set flags for RE ('i', 'L', 'm', 's', 'u', 'x')
\	Escape chars '*?+&\$ ()'', introduce special sequences	(?#...)	Comment (ignored)

Regex special sequences

\number	Match by group reference starting from 1	\s	Whitespace [\t\n\r\f\v]
\A	Start of string	\S	Non-whitespace
\b	Word boundary	\w	Alphanumeric (depends on LOCALE flag)
\B	Not word boundary	\W	Non-alphanumeric
\d	Decimal digit	\Z	End of string
\D	Non-decimal digit		

Regex flags

I or IGNORECASE <=> (?i)	Case insensitive matching	M or MULTILINE <=> (?m)	Match every new line, not only start/end of string
L or LOCALE <=> (?L)	\w, \W, \b, \B depend on current locale	S or DOTALL <=> (?s)	

'.'	matches ALL characters, including newline
U or UNICODE <=> (?u)	\w, \W, \b, and \B dependent on Unicode database

Regex functions

compile(pattern[, flags=0])	Compiles *Regular Expression Object*
escape(string)	Escape non-alphanumerics
match(pattern, string[, flags])	Match from start
search(pattern, string[, flags])	Match anywhere
split(pattern, string[, maxsplit=0])	Splits by pattern, keeping splitter if grouped

Regex objects

flags	Flags
groupindex	{group name: group number}
pattern	Pattern
match(string[, pos[, endpos]])	Match from start of target[pos:endpos]
search(string[, pos[, endpos]])	Match anywhere in target[pos:endpos]

Regex match objects

pos	pos passed to search or match
endpos	endpos passed to search or match
re	RE object
group([g1, g2, ...])	One or more groups of match One arg, result is a string Multiple args, result is tuple If gi is 0, returns the entire matching string If 1 <= gi <= 99, returns string matching group (None if no such group)

Math / Numbers

int(<float str bool>)	Integer
5	
float(<int str bool>)	Float (inexact, compare with math.isclose(<float>, <float>))
5.1, 1.2e-4	
complex(real=0, imag=0)	Complex
3 - 2j, 2.1 + 0.8j	
fractions.Fraction(<numerator>, <denominator>)	Fraction

tabase	
X or VERBOSE <=> (?x)	Ignores whitespace outside character sets

findall(pattern, string)	Non-overlapping matches as list of groups or tuples (>1)
finditer(pattern, string[, flags])	Iterator over non-overlapping matches
sub(pattern, repl, string[, count=0])	Replace count first leftmost non-overlapping; If repl is function, called with a MatchObj
subn(pattern, repl, string[, count=0])	Like sub(), but returns (newString, number OfSubsMade)

split(string[, maxsplit=0])	See split() function
findall(string[, pos[, endpos]])	See findall() function
finditer(string[, pos[, endpos]])	See finditer() function
sub(repl, string[, count=0])	See sub() function
subn(repl, string[, count=0])	See subn() function

	May also be a group name Tuple of match groups Non-participating groups are None String if len(tuple)==1
start(group), end(group)	Indices of start & end of group match (None if group exists but didn't contribute)
span(group)	(start(group), end(group)); (None, None) if group didn't contribute
string	String passed to match() or search()

decimal.Decimal(<string>)	Decimal (exact, set precision: decimal.getcontext().prec = <int>)
bin(<int>)	Binary
0b101010 int('101010', 2) int('0b101010', 0)	
hex(<int>)	Hex
0x2a int('2a', 16) int('0x2a', 0)	

Functions

<code>pow(<num>, <num>)</code>	Power	<code>round(<num>[, ndigit Round s])</code>
<code><num> ** <num></code>		
<code>abs(<num>)</code>	Absolute	

Mathematics

```
from math import (e, pi, inf, nan, isinf, isnan,
                  sin, cos, tan, asin, acos, atan, degrees, radians,
                  log, log10, log2)
```

Statistics

```
from statistics import mean, median, variance, stdev, quantiles, groupby
```

Random

```
>>> from random import random, randint, choice, shuffle, gauss, triangular, seed
>>> random() # float inside [0, 1)
0.42
>>> randint(1, 100) # int inside [<from>, <to>]
42
>>> choice(range(100)) # random item from sequence
42
```

Sequence

Operations on sequence types ([List](#), [Tuple](#), [String](#))

<code>x in s</code>	True if any <code>s[i]==x</code>	<code>max(s)</code>	Largest item
<code>x not in s</code>	True if no <code>s[i]==x</code>	<code>s.index(x[, start t[, stop]])</code>	Smallest i where <code>s[i]==x</code> , start/stop bounds search
<code>s1 + s2</code>	Concatenate <code>s1</code> and <code>s2</code>	<code>reversed(s)</code>	Iterator on <code>s</code> in reverse order (use <code>reversed(list(<str>))</code>)
<code>s*n, n*s</code>	Concatenate <code>n</code> copies of <code>s</code>	<code>sorted(s1, cmp=f unc, key=getter, reverse=False)</code>	New sorted list
<code>s.count(x)</code>	Count of <code>s[i]==x</code>		
<code>len(s)</code>	Number of items		
<code>min(s)</code>	Smallest item		

Indexing

Select items from sequence by index or slice.

```
>>> s = [0, 1, 2, 3, 4]
>>> s[0] # 0-based indexing
0
>>> s[-1] # negative indexing from end
4
>>> s[slice(2)] # slice(stop) - index until stop (exclusive)
[0, 1]
>>> s[slice(1, 5, 3)] # slice(start, stop[, step]) - index from start to stop (exclusive)
[1, 4]
>>> s[:2] # slices are created implicitly when indexing
[0, 1]
>>> s[3::-1] # negative steps
[3, 2, 1, 0]
>>> s[1:3]
[1, 2]
>>> s[1:5:2]
[1, 3]
```

Tuple

Immutable hashable sequence.

<code>s = (1, 'a', 3.0)</code>	Create tuple
<code>s = 1, 'a', 3.0</code>	

<code>s = (1,)</code>	Create single-item tuple
<code>s = ()</code>	Empty tuple
<code>(1, 2, 3) == (1, 2) + (3,)</code>	Add makes new tuple
<code>(1, 2, 1, 2) == (1, 2) * 2</code>	Multiply makes new tuple

Named tuple

Subclass with named items.

```
>>> from collections import namedtuple
>>> Point = namedtuple('Point', ('x', 'y'))
>>> Point = namedtuple('Point', 'x y')
>>> p = Point(1, y=2)
Point(x=1, y=2)
>>> p[0]
1
>>> p.y
2
```

List

Mutable sequence (non-hashable).

<code>s = [1, 'a', 3.0]</code> <code>s = list(range(3))</code>	Create list	<code>s.extend(it)</code> <code>s[len(s):len(s)] = it</code>	Add elements from iterable to end
<code>s[i] = x</code>	Replace item index i with x	<code>s.insert(i, x)</code> <code>s[i:i] = [x]</code>	Insert item at index i
<code>s[<slice>] = it</code>	Replace slice with iterable	<code>s.remove(x)</code> <code>del s[s.index(x)]</code>	Remove item
<code>del s[<slice>]</code> <code>s[<slice>] = []</code>	Delete slice	<code>y = s.pop([i])</code>	Remove and return last, or by index
<code>s.append(x)</code> <code>s += x</code> <code>s[len(s):len(s)] = [x]</code>	Add element to end	<code>s.reverse()</code> <code>s.sort(cmp=func, key=getter, reverse=False)</code>	Reverse in place Sort in place, default ascending

Dictionary

Mutable key:value pair mapping (non-hashable).

<code>dict()</code> <code>{}</code>	Empty dict	<code>d.pop(key)</code>	Remove and return value for key, raise KeyError if missing
<code>dict(<sequence mapping>)</code>	Create from key:value pairs	<code>d.popitem()</code>	Remove and return (key, value) pair (last-in, first-out)
<code>dict(**kwargs)</code>	Create from keyword arguments	<code>d.clear()</code> <code>d.copy()</code>	Remove all items Shallow copy
<code>dict(zip(keys, values))</code>	Create from sequences of keys and values	<code>collections.defaultdict(<type>)</code> <code>collections.defaultdict(lambda: 42)</code>	dict with default value <type>() e.g. dict with default value 42
<code>dict.fromkeys(keys, value=None)</code>	Create from keys, all set to value	<code>d1.update(d2)</code> <code>d1 = d2</code>	Add/replace key:value pairs from d2 to d1 = syntax Python 3.9+
<code>d.keys()</code> <code>d.values()</code> <code>d.items()</code>	Iterable of keys Iterable of values Iterable of (key, value) pairs	<code>d3 = d1 d2</code> <code>d3 = {**d1, **d2}</code>	Merge to new dict, d2 trumps d1
<code>d.get(key, default=None)</code> <code>d.setdefault(key, default=None)</code>	Get value for key, or default Get value for key, add if missing	<code>{k for k, v in d.items() if v==value}</code>	Set of keys with given value

Set

Mutable (set) and immutable (frozenset) sets.

set(iterable=None)	New set from iterable, or empty	Remove and return arbitrary element (KeyError if empty)	
{1, 2, 3}	But {} creates an empty dictionary (sad!)		
frozenset(iterable=None)			
len(s)	Cardinality	s.clear()	Remove all elements
v in s	Test membership	s1.intersection(s2[, s3...])	New set of shared elements
v not in s		s1 & s2	
s1.issubset(s2)	True if s1 is subset of s2	s1.union(s2[, s3...])	New set of all elements
s1.issuperset(s2)	True if s1 is superset of s2	s1 s2	
s.add(v)	Add element	s1.difference(s2[, s3...])	New set of elements unique to s1
s.remove(v)	Remove element (KeyError if not found)	s1 - s2	
s.discard(v)	Remove element if present	s1.symmetric_difference(s2)	New set of unshared elements
s.pop()		s1 ^ s2	
		s.copy()	Shallow copy
		s.update(it1[, it2...])	Add all values from iterables

Bytes

Immutable sequence of bytes. Mutable version is bytearray.

b'<str>'	Create bytes, from ASCII characters and x00-xff	<separator>.join(<byte_objs>)	Join ^byte_objs^ with ^separator^
bytes(<ints>)	Create from int sequence	list(<bytes>)	Returns ints in range from 0 to 255
bytes(<str>, 'utf-8')	Create from string	str(<bytes>, 'utf-8')	
<str>.encode('utf-8')		<bytes>.decode('utf-8')	
<int>.to_bytes(length, order, signed=False)	Create from int (order='big' 'little')	int.from_bytes(bytes, order, signed=False)	Return int from bytes (order='big' 'little')
bytes.fromhex('<hex>')	Create from hex pairs (can be separated by whitespace)	<bytes>.hex(sep=' ', bytes_per_sep=2)	Return hex pairs

```
def read_bytes(filename):
    with open(filename, 'rb') as file:
        return file.read()

def write_bytes(filename, bytes_obj):
    with open(filename, 'wb') as file:
        file.write(bytes_obj)
```

Built-in functions

abs()	The absolute value of a number	ct	
aiter()	Asynchronous iterator for an asynchronous iterable	bin()	Convert an integer number to a binary string
all()	True if all elements of iterable are true	bool()	Boolean value
any()	True if any element of iterable is true	breakpoint()	Drop into debugger at call site
ascii()	A string with a printable representation of an object	bytearray()	New array of bytes
		bytes()	New "bytes" object
		callable()	True if the object argument is callable

<code>chr()</code>	The string representing a character	<code>map()</code>	Apply function to every item of iterable
<code>classmethod()</code>	Transform method into class method	<code>max()</code>	Largest item in an iterable
<code>compile()</code>	Compile source into code or AST object	<code>memoryview()</code>	Access internal object data via buffer protocol
<code>complex()</code>	Complex number with the value <code>real + imag*1j</code>	<code>min()</code>	Smallest item in an iterable
<code>delattr()</code>	Delete the named attribute, if object allows	<code>next()</code>	Next item from iterator
<code>dict()</code>	Create new dictionary	<code>object()</code>	New featureless object
<code>dir()</code>	List of names in the current local scope	<code>oct()</code>	Convert integer to octal string
<code>divmod()</code>	Pair of numbers (quotient, remainder)	<code>open()</code>	Open file object
<code>enumerate()</code>	Enumerate object	<code>ord()</code>	Integer representing Unicode code point of character
<code>eval()</code>	Execute expression	<code>pow()</code>	Return base to the power exp.
<code>exec()</code>	Execution Python code	<code>print()</code>	Print object to text stream file
<code>filter()</code>	Make iterator from an iterable and returns true	<code>property()</code>	Property decorator
<code>float()</code>	Floating point number from number or string	<code>range()</code>	Generate integer sequences
<code>format()</code>	Formatted representation	<code>repr()</code>	String representation of object for debugging
<code>frozenset()</code>	New frozenset object.	<code>reversed()</code>	Reverse iterator
<code>getattr()</code>	Get value of named attribute of object	<code>round()</code>	Number rounded to ndigits precision after decimal point
<code>globals()</code>	Dictionary of current module namespace	<code>set()</code>	New set object.
<code>hasattr()</code>	True if object has named attribute	<code>setattr()</code>	Set object attribute value by name
<code>hash()</code>	Hash value of object	<code>slice()</code>	Slice object representing a set of indices
<code>help()</code>	Built-in help system	<code>sorted()</code>	New sorted list from the items in iterable
<code>hex()</code>	Convert integer to lowercase hexadecimal string	<code>staticmethod()</code>	Transform method into static method
<code>id()</code>	Return unique integer identifier of object	<code>str()</code>	String description of object
<code>__import__()</code>	Invoked by the import statement	<code>sum()</code>	Sums items of iterable
<code>input()</code>	input and converts it into a string	<code>super()</code>	Proxy object that delegates method calls to parent or sibling
<code>int()</code>	Create integer from number or string	<code>tuple()</code>	Create a tuple
<code>isinstance()</code>	True if object is instance of a class object	<code>type()</code>	Type of an object
<code>issubclass()</code>	True if class is a subclass of class object	<code>vars()</code>	dict attribute for any other object with a dict attribute
<code>iter()</code>	Iterator for object	<code>zip()</code>	Iterate over multiple iterables in parallel
<code>len()</code>	Length of an object		
<code>list()</code>	Create list		
<code>locals()</code>	Dictionary of current local symbol table		

Time

Provides 'date', 'time', 'datetime' and 'timedelta' classes. All are immutable and hashable.

Time formatting

Code	Output
%a	Day name short (Mon)
%A	Day name full (Monday)
%b	Month name short (Jan)
%B	Month name full (January)
%c	Locale datetime format
%d	Day of month [01,31]
%f	Microsecond [000000,999999]
%H	Hour (24-hour) [00,23]
%I	Hour (12-hour) [01,12]
%j	Day of year [001,366]
%m	Month [01,12]
%M	Minute [00,59]
%p	Locale format for AM/PM
%S	Second [00,61]. Yes, 61!
%U	Week number (Sunday start) [00(partial),53]
%w	Day number [0(Sunday),6]
%W	Week number (Monday start) [00(partial),53]
%x	Locale date format
%X	Locale time format
%y	Year without century [00,99]
%Y	Year with century (2023)
%Z	Time zone ('' if no TZ)
%z	UTC offset (+HHMM/-HHMM, '' if no TZ)
%%	Literal '%'

Exceptions

```
try:
    ...
except [Exception [as e]]:
    ...
except: # catch all
    ...
else: # if no exception
    ...
finally: # always executed
    ...

raise exception [from None] # stop exception chain

try:
    1 / 0
except ZeroDivisionError:
    raise TypeError("Stop chain") from None
```

BaseException	Base class for all exceptions
└ BaseExceptionGroup	Base class for groups of exceptions
└ GeneratorExit	Generator close() raises to terminate iteration
└ KeyboardInterrupt	On user interrupt key (often 'CTRL-C')
└ SystemExit	On sys.exit()
└ Exception	Base class for errors
└ ArithmeticError	Base class for arithmetic errors
└ FloatingPointError	Floating point operation failed
└ OverflowError	Result too large
└ ZeroDivisionError	Argument of division or modulo is 0
└ AssertionError	Assert statement failed
└ AttributeError	Attribute reference or assignment failed
└ BufferError	Buffer operation failed
└ EOFError	input() hit end-of-file without reading data
└ ExceptionGroup	Group of exceptions raised together
└ ImportError	Import statement failed
└ ModuleNotFoundError	Module not able to be found
└ LookupError	Base class for lookup errors
└ IndexError	Index not found in sequence
└ KeyError	Key not found in dictionary
└ MemoryError	Operation ran out of memory
└ NameError	Local or global name not found
└ UnboundLocalError	Local variable value not assigned
└ OSError	System related error
└ BlockingIOError	Non-blocking operation will block
└ ChildProcessError	Operation on child process failed
└ ConnectionError	Base class for connection errors
└ BrokenPipeError	Write to closed pipe or socket
└ ConnectionAbortedError	Connection aborted
└ ConnectionRefusedError	Connection denied by server
└ ConnectionResetError	Connection reset mid-operation
└ FileExistsError	Trying to create a file that already exists
└ FileNotFoundError	File or directory not found
└ InterruptedError	System call interrupted by signal
└ IsADirectoryError	File operation requested on a directory
└ NotADirectoryError	Directory operation requested on a non-directory
└ PermissionError	Operation has insufficient access rights
└ ProcessLookupError	Operation on process that no longer exists
└ TimeoutError	Operation timed out
└ ReferenceError	Weak reference used on garbage collected object
└ RuntimeError	Error detected that doesn't fit other categories
└ NotImplementedError	Operation not yet implemented
└ RecursionError	Maximum recursion depth exceeded
└ StopAsyncIteration	Iterator __anext__() raises to stop iteration
└ StopIteration	Iterator next() raises when no more values
└ SyntaxError	Python syntax error
└ IndentationError	Base class for indentation errors
└ TabError	Inconsistent tabs or spaces
└ SystemError	Recoverable Python interpreter error
└ TypeError	Operation applied to wrong type object
└ ValueError	Operation on right type but wrong value
└ UnicodeError	Unicode encoding/decoding error
└ UnicodeDecodeError	Unicode decoding error
└ UnicodeEncodeError	Unicode encoding error
└ UnicodeTranslateError	Unicode translation error
└ Warning	Base class for warnings
└ BytesWarning	Warnings about bytes and bytearrays
└ DeprecationWarning	Warnings about deprecated features
└ EncodingWarning	Warning about encoding problem
└ FutureWarning	Warnings about future deprecations for end users
└ ImportWarning	Possible error in module imports
└ PendingDeprecationWarning	Warnings about pending feature deprecations
└ ResourceWarning	Warning about resource use
└ RuntimeWarning	Warning about dubious runtime behavior

SyntaxWarning	<i>Warning about dubious syntax</i>
UnicodeWarning	<i>Warnings related to Unicode</i>
UserWarning	<i>Warnings generated by user code</i>

Execution / Environment

```
$ python [-bBdEhiIOqsSuvVWx?] [-c command | -m module-name | script | - ] [args]
$ python --help[-all] # help-all Python 3.11+
# Execute code from command line
$ python -c 'print("Hello, world!")'
# Execute module as __main__
$ python -m timeit -s 'setup here' 'benchmarked code here'
# Optimise execution
$ python -O script.py

# Hide warnings
PYTHONWARNINGS="ignore"
# OR
$ python -W ignore foo.py
# OR
import warnings
warnings.filterwarnings("ignore", category=DeprecationWarning)
```

```
if __name__ == '__main__': # run main() if file executed as script
    main()
```

Environment variables

PYTHONHOME	Change location of standard Python libraries	PYTHONOPTIMIZE	Optimise execution (-O)
PYTHONPATH	Augment default search path for module files	PYTHONWARNINGS	Set warning level [default/error/always/module/once/ignore] (-W)
PYTHONSTARTUP	Module to execute before entering interactive prompt	PYTHONPROFILEIMPORTTIME	Show module import times (-X)

sitecustomize.py / usercustomize.py

Before `__main__` is executed Python automatically imports:

- sitecustomize.py in the system site-packages directory
- usercustomize.py in the user site-packages directory

```
# Get user site packages directory
$ python -m site --user-site

# Bypass sitecustomize.py/usercustomize.py hooks
$ python -S script.py
```