Python 'Cheat Sheet' May 28, 2020, Chris Monico

This is just a very quick reference, with a couple of small examples illustrating each concept. Most of these are far more powerful than the examples illustrate, though!





IDLE shell window

IDLE editor Window

IDLE		
Start a new program	in shell window, $File \rightarrow New\ File$, or CTRL+N	
Open existing program	in either window, $File \rightarrow Open \ File$, or CTRL+O	
Run program	in editor window, $Run \rightarrow Run \ Module$, or F5	

Comments

This comments out a single line

Or surround with triple-quotes, for multi-line comments.

Variables

Variable names are case-sensitive, and can contain upper and lower case letters, digits, and the underscore character. They may **not** start with a digit. The following are valid and different variable names:

```
N = 10 #int
n = 2 #another int
my_str = 'Monty' #string
my_str2 = "Python" #string
x2 = 1.2917 #float
goodjob = True #bool
```

Numeric Operators

For numbers, the basic arithmetic operators are exactly what you would expect: + - * /, and parentheses group expressions as you would expect. Three additional operators that are often useful are the modulus operator %, integer division operator //, and exponentiation operator **

```
x = 3
y = 2
#(1) The modulus operator % to compute the remainder of x divided by y:
r = x % y
#The integer division operator to return the integer quotient:
q = x//y
#(2) The exponentiation operator ** to compute x to the y power:
u = x**y
v = (x+y)**(0.5)
```

Printing

```
n=5
pi=3.141592653589
#Simple positional formatting:
#%d integer, %f float, %s string
print("n is %d and pi is about %1.5f"% (n,pi))
#The format method:
print("n is {0} and pi is about {1}".format(n,pi))
```

Input

```
#Prompt the user to enter a name
name = input("Enter a name: ")
#Prompt the user for an age, but convert to an int,
#in case we want to do arithmetic with it later.
age = int(input("Age: "))
print("Name: %s, Age: %d"%(name,age))
```

```
for loops
```

```
s=0
for n in range(4):
    s = s+n
print(s) #prints 6, since 0+1+2+3=6.
The above code is the same as:
print(sum(range(4)))
which is also the same as: print(sum([0,1,2,3]))
```

while loops

Suppose we want to find the least positive odd integer N for which $N^3 + 3N^2 > 1000$. We can check 1, 3, 5,... in order until we find one that works. A for loop is not an ideal choice, because we don't know exactly how many times we need to iterate. #Find the smallest odd positive integer N for which #N**3 + 3*N**2 > 1000, N=1 #Note: this loop will terminate, because we know such an N exists. while N**3 + 3*N**2 <= 1000: N += 2print(N)

Conditional statements

```
x = float(input("Enter a number: "))
if x>0:
    print("your number is positive")
elif x<0:
    print("your number is negative")
else:
    print("your number is zero.")

Note: since = is the assignmet operator, there is a different operator for testing equality:
if x == 0:
    print("x is zero.")</pre>
```

Functions

```
def sumofdigits(n):
  \#Given \ a \ positive \ integer \ n,
  #return the sum of its digits.
  s = 0
  remaining = n
  while remaining > 0:
     s += (remaining%10) \#Add the last digit to s
     remaining = remaining // 10 #Remove the last digit
  return s
k = 3915
# The function sumofdigits will be called with the argument 3915,
#and the value it returns will be substituted in place:
res = sumofdigits(k)
print("sum of the digits of {0} is {1}.".format(k, res))
#try to print(remaining) here and see what happens.
# The variable no longer exists, so it would be an error.
# This is an example of 'scope'.
```

Lists

```
my_list=[3,1,4,1,5,9,2,6]
print(my_list[0]) #prints the number 3
print(len(my_list)) #prints 8.
#range creates a list of integers in a given range.
print(range(4)) #prints [0,1,2,3]
print(range(1,4)) #prints [1,2,3]
List comprehension is like mathematical set-builder notation. Compare the following with the set \{x^2 : x \in \mathbb{Z} \cap [0,10)\}:
squares = [x**2 \text{ for } x \text{ in range}(10)]
10 in squares #evaluates to False
16 in squares #evaluates to True
Other useful list methods include insert, append, index, pop.
```