

Python exercise

Python 2 versun Python 3

- http://sebastianraschka.com/Articles/2014_python_2_3_key_diff.html
- <http://py3readiness.org/>

Editor

- <http://www.sublimetext.com/>

Practice

- [Basic Practice](#)
- [More Mathematical \(and Harder\) Practice](#)
- [List of Practice Problems](#)
- [A SubReddit Devoted to Daily Practice Problems](#)
- [A very tricky website with very few hints and touch problems \(Not for beginners but still interesting\)](#)

Dynamic typed

Reverse Index

- -1 is the last one
- trick: "String"[::-1])

Slice [Start:Stop:Size]

String

- Immutability
- letter*num
- upper(), lower(), split(), capitalize()
- join(list) -> '--'.join([1,2,3]) == '1--2--3'

.format()

- float: {value:width.precision f}

f-strings

- e.g. print(f'{name} is {age} years old')

Moreover

- <https://pyformat.info/>

List

- list = list1 + list2
- list.append()

- `list.pop(index)` -> return element
- `list.sort()` -> return None
- `list.reverse()` -> return None
- `list*num` -> `[1]*2 == [1,1]`

Dictionary

- `may.keys()`
- `may.values()`
- `may.items()`

Tuples

- Immutability
- `tuples.count(key)`
- `tuples.index(key)`

Set

- `myset = set(list)`
- `myset.add()`

I/O

`%%writefile filename.txt`

file context

`myfile = open(filename.txt)`

- **`mode='r'`** is read only
- **`mode='w'`** is write only (overwrite file or create new)
- **`mode='a'`** is append only (add on to file) -> `myfile.write('new context')`
- **`mode='r+'`** is reading and writting
- **`mode='w+'`** is writting and reading (overwrite file or create new)

`myfile.close()`

- with `open(filename.txt) as myfile: myfile.read()` -> no need use `close()`

`myfile.read()` -> return String

`myfile.seek(0)` -> to do `myfile.read()` again

`myfile.readlines()` -> return List with '\n' in the end

while ... else ...

break: break out of the current closest enclosing loop

continue: go to the top of the closest enclosing loop

pass: do nothing at all

Operators

- `list(range(start, stop, stepSize))` returns list
- `enumerate(list)` returns (index, item)

- `zip(list1, list2, list3, ...)` returns tuples
- `item in list/dictionary/dictionary.values()/dictionary.keys()` returns boolean
- `min(list)`
- `max(list)`
- `from random import shuffle` -> `shuffle(list)` not returns anything
- `from random import randint` -> `randint(begin, stop)` returns a random num in the range
- `result = input('input: ')` returns any input as String
- `string.capitalize()` / `string.title()`

function

- e.g. `def myfunc(value='default')` -> set default value
- e.g. `def myfunc(*arg)` -> takes in an arbitrary number of argument as tuple
- e.g. `def myfunc(**kwargs)` -> accept arguments(as many as wanted) as dictionary

map/filter/lambda expression

- `map(myfunc, list)` returns `myfunc(x)` for `x` in list
- `filter(myfunc, list)` only returns `myfunc(x)` for `x` in list if condition is true
- `map(lambda x: x/2, list)` returns `x/2` for `x` in list

LEGB rule

- L - local -> name assigned in any way within a function, and not declared global in that function
- E - Enclosing function locals -> names in the local scope of any and all enclosing functions, from inner to outer
- G - Global(module) -> names assigned at the top-level of a module file, or declared global in a def within the file
- B - Built-in(Python) -> names preassigned in the built-in names module: `open`, `range`, `SyntaxError`

```
# Global
def function1():
    # Enclosing
    def function2():
        # Local
        # reassign global variable (better avoid using it)
        global x
```

Special (Magic/Dunder) methods

- **`init`**
- **`str`**
- **`len`**
- **`del`**

Module and Package

- **`init.py`**

- if **name** == "**main**"

Test tools

- pylint
- unittest

Decorators

```
def decorator_func(original_func):  
    def wrap_func():  
        # some extra code  
        original_func()  
        # some extra code  
    return wrap_func  
  
new_func = decorator_func(some_func)
```

```
@new_decorator  
def some_func():  
    pass
```

Python Web page Framework

- [decorators](#)
- [Flask](#)
- [Django](#)

Python Generator

- yield -> memory efficient
- iter()

Advanced modules

- from collections import Counter

```
sum(c.values())          # total of all counts  
c.clear()                # reset all counts  
list(c)                  # list unique elements  
set(c)                   # convert to a set  
dict(c)                  # convert to a regular dictionary  
c.items()                # convert to a list of (elem, cnt) pairs  
Counter(dict(list_of_pairs)) # convert from a list of (elem, cnt) pairs  
c.most_common()[:n-1:-1]  # n least common elements  
c += Counter()           # remove zero and negative counts
```

- from collections import defaultdict -> return default dictionary
- from collections import OrderedDict -> return ordered dictionary
- from collections import namedtuple -> create a new object/class type with some attribute fields
- `pdb` -> debugger `pdb.set_trace()`
- `timeit` -> `timeit.timeit(func, number=step_num) / %timeit func`
- regular expressions

Escape Codes

You can use special escape codes to find specific types of patterns in your data, such as digits, non-digits, whitespace, and more. For example:

Code	Meaning
<code>\d</code>	a digit
<code>\D</code>	a non-digit
<code>\s</code>	whitespace (tab, space, newline, etc.)
<code>\S</code>	non-whitespace
<code>\w</code>	alphanumeric
<code>\W</code>	non-alphanumeric