

# Slice Cheatsheet – Syntaxes in Different Languages

## Definitions

```
arr = [1, 2, 3, 4, 5, 6, 7, 8]
```

## Rust

```
arr[1..5] ..... [2, 3, 4, 5]  
arr[1..=5] ..... [2, 3, 4, 5, 6]
```

## Golang

```
arr[1:5] ..... [2, 3, 4, 5]
```

## Python

```
arr[1:5] ..... [2, 3, 4, 5]  
arr[1:5:2] ..... [2, 4]  
arr[1:5:3] ..... [2, 5]  
arr[5:1:-1] ..... [6, 5, 4, 3]  
arr[2:-1] ..... [3, 4, 5, 6, 7]  
arr[2:-2] ..... [3, 4, 5, 6]  
arr[-5:-1] ..... [4, 5, 6, 7]  
arr[5:1:-1] ..... [6, 5, 4, 3]  
arr[::-1] ..... [8, 7, 6, 5, 4, 3, 2, 1]
```

## Ruby

```
arr[1, 5] ..... [2, 3, 4, 5, 6]  
arr[2, 5] ..... [3, 4, 5, 6, 7]  
arr[1..5] ..... [2, 3, 4, 5, 6]  
arr[2..5] ..... [3, 4, 5, 6]  
arr[2...5] ..... [3, 4, 5]  
arr[2..-1] ..... [3, 4, 5, 6, 7, 8]  
arr[2..-2] ..... [3, 4, 5, 6, 7]  
arr[-5..-1] ..... [4, 5, 6, 7, 8]  
arr[2...-1] ..... [3, 4, 5, 6, 7]
```

## ECMAScript TC39

```
arr[1:4] ..... [2, 3, 4]  
arr[1:4:2] ..... [2, 4]  
  
const obj = { 0: 'a', 1: 'b', 2: 'c', 3: 'd', length: 4 };  
  
obj[1:3] ..... ['b', 'c']
```

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