

Python Cheat Sheet - Keywords

“A puzzle a day to learn, code, and play” → Visit finxter.com

Keyword	Description	Code example
False, True	Boolean data types	<code>False == (1 > 2), True == (2 > 1)</code>
None	Empty value constant	<pre>def f(): x = 2 f() == None # True</pre>
and, or, not	Logical operators: (x and y) → both x and y must be True (x or y) → either x or y must be True (not x) → x must be false	<pre>x, y = True, False (x or y) == True # True (x and y) == False # True (not y) == True # True</pre>
break	Ends loop prematurely	<pre>while(True): break # no infinite loop print("hello world")</pre>
continue	Finishes current loop iteration	<pre>while(True): continue print("43") # dead code</pre>
class	Defines a new class → a real-world concept (object oriented programming)	<pre>class beer: x = 1.0 # litre def drink(self): self.x = 0.0 b = beer() # creates class with constructor b.drink() # beer empty: b.x == 0</pre>
def	Defines a new function or class method. For latter, first parameter (“self”) points to the class object. When calling class method, first parameter is implicit.	
if, elif, else	Conditional program execution: program starts with “if” branch, tries the “elif” branches, and finishes with “else” branch (until one branch evaluates to True).	<pre>x = int(input("your value: ")) if x > 3: print("Big") elif x == 3: print("Medium") else: print("Small")</pre>
for, while	<pre># For loop declaration for i in [0,1,2]: print(i)</pre>	<pre># While loop - same semantics j = 0 while j < 3: print(j) j = j + 1</pre>
in	Checks whether element is in sequence	<code>42 in [2, 39, 42] # True</code>
is	Checks whether both elements point to the same object	<pre>y = x = 3 x is y # True [3] is [3] # False</pre>
lambda	Function with no name (anonymous function)	<code>(lambda x: x + 3)(3) # returns 6</code>
return	Result of a function	<pre>def incrementor(x): return x + 1 incrementor(4) # returns 5</pre>