

2019-10-09_cheatsheet

October 17, 2019

0.0.1 Comments

```
[1]: # this is a comment, it will be ignored when executing code
```

0.0.2 Basic Types

```
[2]: a = 7          # integer
     b = 3.14       # float
     c = 'ciao'     # string
     d = "ciao"     # also string
     e = True       # boolean
```

0.0.3 Aggregate of Types

```
[3]: f = [1,2,3]   # list
```

0.0.4 High-Low Game

```
[4]: import random

     cards = ['2', '3', '4', '5', '6', '7', '8', '9', '10', 'J', 'Q', 'K', 'A']
     card = random.choice(cards)

     card
```

```
[4]: '4'
```

0.0.5 Inspecting the documentation

```
[5]: help(random.choice)
```

Help on method choice in module random:

choice(seq) method of random.Random instance
Choose a random element from a non-empty sequence.

[: