### **Python CheatSheet**



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## **Basics**

Basic syntax from the Q python Q programming language

### **Showing Output To User**

The print function is used to display or print output as follows

```
print("Content that you wanna print on screen")
```

we can display the content present in object using prit function as follows:-

```
var1 = "Shruti"
print("Hi my name is: ",var1)
```

### Taking Input From the User

The input function is used to take input as string or character from the user as follows:

```
var1 = input("Enter your name: ")
print("My name is: ", var1)
```

To take input in form of other datatypes we need to typecaste them as follows:-To take input as an integer:-

```
var1=int(input("enter the integer value"))
print(var1)
```

To take input as an float:-

```
var1=float(input("enter the float value"))
print(var1)
```

## range Function

range function returns a sequence of numbers, eg, numbers starting from 0 to n-1 for range(0, n)

```
range(int_start_value,int_stop_value,int_step_value)
```

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```
for i in range(0,101,2):
    print(i)
```

### **Comments**

Comments are used to make the code more understandable for programmers, and they are not executed by compiler or interpreter.

## Single line comment

```
# This is a single line comment
```

### Multi-line comment

```
'''This is a multi-line comment'''
```

## **Escape Sequence**

An escape sequence is a sequence of characters; it doesn't represent itself (but is translated into another character) when used inside string literal or character. Some of the escape sequence characters are as follows:

### Newline

**Newline Character** 

```
print("\n")
```

### **Backslash**

It adds a backslash

```
print("\\")
```

## **Single Quote**

It adds a single quotation mark

```
print("\'")
```

### **Backspace**

It adds a backspace

```
print("\b")
```

### Octal value

It represents the value of an octal number

```
print("\ooo")
```

### Hex value

It represents the value of a hex number

```
print("\xhh")
```

### **Carriage Return**

Carriage return or \r will just work as you have shifted your cursor to the beginning of the string or line.

```
pint("\r")
```

# **Strings**

Sython string is a sequence of characters, and each character can be individually accessed using its index.

## **String**

You can create Strings by enclosing text in both forms of quotes - single quotes or double quotes.

```
variable_name = "String Data"
```

example

```
str="Shruti"
print("string is ",str)
```

## Indexing

The position of every character placed in the string starts from 0th position and step by step it ends at length-1 position

```
string_var[int_start_value:int_stop_value:int_step_value]
Copy
```

var\_name[1 : 5]

here start and step value are considered 0 and 1 respectively if not mentioned by the programmmer

# isalnum() method

Returns True if all the characters in the string are alphanumeric, else False

```
string_variable.isalnum()
```

# isalpha() method

Returns True if all the characters in the string are alphabets

```
string_variable.isalpha()
```

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string\_variable.isdecimal()

# isdigit() method

Returns True if all the characters in the string are digits

```
string_variable.isdigit()
```

# islower() method

Returns True if all characters in the string are lower case

```
string_variable.islower()
```

# isspace() method

Returns True if all characters in the string are whitespaces

```
string_variable.isspace()
```

# lower() method

Converts a string into lower case equivalent

```
string_variable.lower()
```

# upper() method

Converts a string into upper case equivalent

```
string_variable.upper()
```

# strip() method

It removes leading and trailing spaces in the string

```
string_variable.strip()
```

### List

A List in Q Python represents a list of comma-separated values of any data type between square brackets.

```
var_name = [element1, element2, ...]
```

These elements can be of different datatypes

## Indexing

The position of every elements placed in the string starts from 0th position ans step by step it ends at length-1 position

List is ordered, indexed, mutable and most flexible and dynamic collection of elements in a python.

# **Empty List**

This method allows you to create an empty list

```
my_list = []
```

### index method

Returns the index of the first element with the specified value

```
list.index(element)
```

### extend method

Add the elements of a given list (or any iterable) to the end of the current list

```
list.extend(iterable)
```

### insert method

Adds an element at the specified position

```
list.insert(position, element)
```

## pop method

Removes the element at the specified position and returns it

```
list.pop(position)
```

### remove method

The remove() method removes the first occurrence of a given item from the list

```
list.remove(element)
```

### clear method

Removes all the elements from the list

```
list.clear()
```

### count method

Returns the number of elements with the specified value

```
list.count(value)
```

### reverse method

Reverses the order of the list

```
list.reverse()
```

## **Tuples**

Tuples are represented as comma-separated values of any data type within parentheses.

## **Tuple Creation**

```
variable_name = (element1, element2, ...)
```

These elements can be of different datatypes

### Indexing

The position of every elements placed in the string starts from 0th position ans step by step it ends at length-1 position

Tuples are ordered,indexing,immutable and most secured collection of elements Lets talk about some of the tuple methods:

#### count method

It returns the number of times a specified value occurs in a tuple

```
tuple.count(value)
```

### index method

It searches the tuple for a specified value and returns the position.

```
tuple.index(value)
```

### **Sets**

A set is a collection of multiple values which is both unordered and unindexed. It is written in curly brackets.

## **Set Creation: Way 2**

```
var_name = set([element1, element2, ...])
```

Set is unordered,immutable,non-indexed type of collection. Duplicate elements are not allowed in sets.

### **Set Methods**

Lets talk about some of the methods of sets:

# add() method

Adds an element to a set

```
set.add(element)
```

# clear() method

Remove all elements from a set

```
set.clear()
```

# discard() method

Removes the specified item from the set

```
set.discard(value)
```

# intersection() method

Returns intersection of two or more sets

```
set.intersection(set1, set2 ... etc)
```

# issubset() method

Checks if a set is a subset of another set

```
set.issubset(set)
```

# pop() method

Removes an element from the set

Removes the specified element from the set

```
set.remove(item)
```

# union() method

Returns the union of two or more sets

```
set.union(set1, set2...)
```

### **Dictionaries**

The dictionary is an unordered set of comma-separated <u>key:value</u> pairs, within {}, with the requirement that within a dictionary, no two keys can be the same.

### Dictionary

```
<dictionary-name> = {<key>: value, <key>: value ...}
```

Dictionary is ordered and mutable collection of elements. Dictionary allows duplicate values but not duplicate keys.

## **Empty Dictionary**

By putting two curly braces, you can create a blank dictionary

```
mydict={}
```

### Adding Element to a dictionary

By this method, one can add new elements to the dictionary

If a specified key already exists, then its value will get updated

```
<dictionary>[<key>] = <value>
```

### Deleting an element from a dictionary

del keyword is used to delete a specified <a href="key:value">key:value</a> pair from the dictionary as follows:

```
del <dictionary>[<key>]
```

### **Dictionary Functions & Methods**

Below are some of the methods of dictionaries

# len() method

It returns the length of the dictionary, i.e., the count of elements (Q key: value pairs) in the dictionary

```
len(dictionary)
```

# clear() method

Removes all the elements from the dictionary

```
dictionary.clear()
```

# get() method

Returns the value of the specified key

```
dictionary.get(keyname)
```

# items() method

Returns a list containing a tuple for each key-value pair

```
dictionary.items()
```

# keys() method

Returns a list containing the dictionary's keys

```
dictionary.keys()
```

# update() method

Updates the dictionary with the specified key-value pairs

```
dictionary.update(iterable)
```

### Indentation

In Q Python, indentation means the code is written with some spaces or tabs into many different blocks of code to indent it so that the interpreter can easily execute the Python code.

Indentation is applied on conditional statements and loop control statements. Indent specifies the block of code that is to be executed depending on the conditions.

### **Conditional Statements**

The if, elif and else statements are the conditional statements in <u>Q Python</u>, and these implement selection constructs (decision constructs).

### if Statement

```
if(conditional expression):
    statements
```

### if-else Statement

```
if(conditional expression):
    statements
else:
    statements
```

### if-elif Statement

```
if (conditional expression):
    statements
elif (conditional expression):
    statements
else:
    statements
```

### Nested if-else Statement

```
statements

else:
    statements

example-

a=15
b=20
c=12
if(a>b and a>c):
    print(a,"is greatest")
elif(b>c and b>a):
    print(b," is greatest")
else:
    print(c,"is greatest")
```

# **Loops in Python**

A loop or iteration statement repeatedly executes a statement, known as the loop body, until the controlling expression is false (0).

## For Loop

The for loop of Q Python is designed to process the items of any sequence, such as a list or a string, one by one.

```
for <variable> in <sequence>:
    statements_to_repeat

example-

for i in range(1,101,1):
    print(i)
```

## While Loop

#### example-

```
i=1
while(i<=100):
    print(i)
    i=i+1</pre>
```

### **Break Statement**

The break statement enables a program to skip over a part of the code. A break statement terminates the very loop it lies within.

```
for <var> in <sequence>:
    statement1
    if <condition>:
        break
    statement2
    statement_after_loop

example-

for i in range(1,101,1):
    print(i ,end=" ")
    if(i==50):
        break
    else:
        print("Mississippi")
    print("Thank you")
```

### **Continue Statement**

The continue statement skips the rest of the loop statements and causes the next iteration to occur.

```
for <var> in <sequence>:
    statement1
    if <condition> :
        continue
    statement2
    statement3
    statement4
```

example-

### **Functions**

A function is a block of code that performs a specific task. You can pass parameters into a function. It helps us to make our code more organized and manageable.

### **Function Definition**

def keyword is used before defining the function.

### **Function Call**

```
my_function()
```

Whenever we need that block of code in our program simply call that function name whenever needed. If parameters are passed during defing the function we have to pass the parameters while calling that function example-

## Return statement in Python function

The function return statement return the specified value or data item to the caller.

```
return [value/expression]
```

## **Arguments in python function**

Arguments are the values passed inside the parenthesis of the function while defining as well as while calling.

File handling refers to reading or <u>writing</u> data from files. <u>Python</u> provides some functions that allow us to manipulate data in the files.

# open() function

```
var_name = open("file name", " mode")
```

### modes-

- 1. r to read the content from file
- 2. w to write the content into file
- 3. a to append the existing content into file
- 4. r+: To read and write data into the file. The previous data in the file will be overridden.
- 5. w+: To write and read data. It will override existing data.
- 6. a+: To append and read data from the file. It won't override existing data.

# close() function

```
var_name.close()
```

# read () function

The read functions contains different methods, read(),readline() and readlines()

```
read() #return one big string
```

It returns a list of lines

```
readlines() #returns a list
```

It returns one line at a time

```
readline #returns one line at a time
```

### write function

This function writes a sequence of strings to the file.

```
write() #Used to write a fixed sequence of characters to a file
```

It is used to Q write a list of strings

```
writelines()
```

A basic try-catch block in Q python. When the try block throws an error, the control goes to the except block.

```
try:
    [Statement body block]
    raise Exception()
except Exceptionname:
    [Error processing block]
```

#### else

The else block is executed if the try block have not raise any exception and code had been running successfully

```
try:
    #statements
except:
    #statements
else:
    #statements
```

# finally

Finally block will be executed even if try block of code has been running successsfully or except block of code is been executed. finally block of code will be executed compulsory

# Object Oriented Programming (OOPS)

It is a programming approach that primarily focuses on using objects and classes. The objects can be any real-world entities.

#### class

The syntax for <u>writing</u> a class in python

```
class class_name:
   pass #statements
```

# Creating an object

Instantiating an object can be done as follows:

```
<object-name> = <class-name>(<arguments>)
```

### self parameter

The self parameter is the first parameter of any function present in the class. It can be of different name but this parameter is must while defining any function into class as it is used to access other data members of the

class with the constructor in python

```
class CodeWithHarry:

# Default constructor
def __init__(self):
    self.name = "CodeWithHarry"

# A method for printing data members
def print_me(self):
    print(self.name)
```

# Inheritance in python

By using inheritance, we can create a class which uses all the properties and behavior of another class. The new class is known as a derived class or child class, and the one whose properties are acquired is known as a base class or parent class.

It provides the re-usability of the code.

```
class Base_class:
    pass
class derived_class(Base_class):
    pass
```

### Types of inheritance-

- Single inheritance
- Multiple inheritance
- Multilevel inheritance
- Hierarchical inheritance

### filter function

The filter function allows you to process an iterable and extract those items that satisfy a given condition

```
filter(function, iterable)
```

### issubclass function

Used to find whether a class is a subclass of a given class or not as follows

```
issubclass(obj, classinfo) # returns true if obj is a subclass of classinfo
```

### **Iterators and Generators**

Here are some of the advanced topics of the <u>Python</u> <u>programming language</u> like iterators and generators

### **Iterator**

Used to create an iterator over an iterable

```
iter_list = iter(['Harry', 'Aakash', 'Rohan'])
print(next(iter_list))
print(next(iter_list))
print(next(iter_list))
```

### Generator

Used to generate values on the fly

```
# A simple generator function

def my_gen():
    n = 1
    print('This is printed first')
    # Generator function contains yield statements
    yield n
    n += 1
    print('This is printed second')
    yield n
    n += 1
    print('This is printed at last')
    yield n
```

### **Decorators**

Decorators are used to modifying the behavior of a function or a class. They are usually called before the definition of a function you want to decorate.

# property Decorator (getter)

```
@property
def name(self):
```

it is used to set the broberty harne

```
@name.setter
def name(self, value):
    self.__name=value
```

### deleter Decorator

It is used to delete the property 'name'

```
@name.deleter #property-name.deleter decorator
def name(self, value):
    print('Deleting..')
    del self.__name
```

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