

Python Basics

Cheat Sheet

This cheat sheet provides you with all the Python Basics in one place.

Variables

Defining variables

```
miles = 10           # type integer
first_name = 'John'  # type string (the value of the variable is between single quotes)
last_name = "Wick"   # type string (use single or double quotes)
a, b, c = 1.5, 3, 'x' # defining 3 variables on the same line (float, an integer and a string)

# PEP 8 recommends using snake_case for variable names
max_permitted_value = 500 # snake-case notation
maxPermittedValue = 500   # camel-case notation

# Invalid or not recommended names
4you = 10                # not permitted, name starts with a digit
valu!es = 100            # not permitted, name contains special characters
str = 'Python'           # not recommended, name str is a Python language keyword
_location = 'Europe'     # not recommended name.
# Avoid names that start with underscores (they have special meaning)
```

Comments in Python

Comments in Python start with the hash character **#** and extend to the end of the physical line. If you want to comment out more lines, insert a hash character at the beginning of each line.

```
# This line is a comment.
```

The following line is commented out and will be ignored by the Python Interpreter

```
# x = 1
```

```
a = 7 # defines a variable that stores an integer
```

```
my_str = 'A hash character # within a string literal is just a hash character'
```

Data Types

```
age = 31 # type int
```

```
miles = 3.4 # type float
```

```
finished = True # type bool
```

```
name = 'Andrei' # type str (string)
```

```
years = [2018, 2019, 2020] # type list
```

```
week_days = ('Monday', 'Tuesday', 'Wednesday') # type tuple
```

```
vowels = {'a', 'e', 'o', 'u'} # type set
```

```
fs = frozenset((1, 2, 'abc', 'xyz')) # type frozenset
```

```
# type dictionary
```

```
countries = {'de':'Germany', 'au':'Australia', 'us':'United States of America', 'gr':'Greece'}
```

Python Operators

Arithmetic Operators

```
a = 9
```

```
b = 4
```

```
a + b # addition operator => 13
```

```
a - b # subtraction operator => 5
```

```
a * b # multiplication operator => 36
```

```
a / b # division operator => 2.25
```

```
a // b # floor division operator => 2
```

```
5.0 // 3.0 # => 1.0 -> works on floats too
```

```
a ** b # exponentiation operator (a to the power of b) => 6561
```

```
a % b # modulus operator => 1
```

Assignment Operators

```
a = 5
a += 2  # shorthand for a = a + 2 => a = 7
a -= 3  # shorthand for a = a - 3 => a = 4
a /= 2  # shorthand for a = a / 2 => a = 2
a *= 3  # shorthand for a = a * 3 => a = 6
a **= 2 # shorthand for a = a ** 2 => a = 36
```

Arithmetic Built-in Function

```
divmod(9, 4) # returns the quotient and the remainder using integer division => (2, 1)
sum([1,2,4]) # returns the sum of an iterable => 7
min(1,-2,3)  # returns the minimum value => -2
max(1,2,4)   # returns the maximum value => 4
a = 10/3      # a = 3.3333333333
round(a, 4)   # returns a number rounded with 4 decimals => 3.3333
pow(2, 4)     # 2 ** 4 = 16
```

Comparison and Identity Operators

```
# Assignment operator is =
a = 2
b = 3

# Equality operator is ==
# It compares the values stored in variables
a == b  # => False
b == b  # => True

# Inequality operator is !=
a != b  # => True

# Other comparisons
a > b    # => False
5 >= 5   # => True
b <= a   # => False

'Python' == 'python'  # => False, case matters
"Python" == 'Python'  # => True, double and single quotes are equivalent

id(a)  # => returns the address where the value referenced by a is stored. Ex: 140464475242000
```

is operator checks if two variables refer to the same object (saved at the same memory address)

a is b # => False = compares the address of a to the address of b

equivalent to:

id(a) == id(b)

Boolean Variables

True is 1 and False is 0

True == 1 # => True

bool(True) # => 1

False == 0 # => True

bool(False) # => 0

1 is True # => False

0 is False # => False

True > False # => True

*a = (True + True) * 10 # => 20*

id(True) # => 10714848 (you'll get another value)

id(4 > 2) # => 10714848 - the address of True and False is constant during program execution

The next 2 expressions are equivalent

(4 > 2) == True # => True

(4 > 2) is True # => True