

Cheatsheet Python-3.x

1. Storing values in variables

`x = 5` stores the integer *5* in *x*
`y = 2.5` stores the float *2.5* in *y*
`s = "Hello World"` stores string *Hello World* in *s*

2. Boolean Constants

The Boolean constants are *True* and *False*.
Note the capitalization.

3. Arithmetic Operations

`x + y` computes the sum of *x* and *y*
`x - y` computes the value of *y* subtracted from *x*
`x * y` computes the product of *x* and *y*
`x ** y` computes *x* raised to *y*
`x % y` computes the remainder when *x* is divided by *y*
`x / y` computes the float value of *x* divided by *y*.
17 / 4 gives 4.25
`x // y` computes the quotient when *x* is divided by *y*
17 // 4 gives 4

4. Comparison Operations

Returns Boolean values *True* or *False*
`x == y` checks if *x* is equal to *y*
`x != y` checks if *x* is not equal to *y*
`x > y` checks if value in *x* is greater than *y*
`x ≥ y` checks if *x* is greater than or equal to *y*
`x < y` checks if value in *x* is less than that in *y*
`x ≤ y` checks if value in *x* is less than or equal to *y*
`x < y < z` checks if value in *y* is in between *x* and *z*

5. Logical Operations

`x == 5` and `y != 7` returns *True* if both conditions are *True*
`x == 5` or `y != 7` returns *True* if either condition is *True*
`not x > 7` negates the condition

6. Membership Operators

`x in y` results in *True* if *x* is a member of sequence *y*.
`x not in y` results in *True* if *x* is not a member of sequence *y*.

7. Identity Operators

`x is y` Evaluates to *True* if the variables on either side of the operator point to the same object.
`x is not y` Evaluates to *False* if the variables on either side of the operator point to the same object.

8. Conversions

`int("65")` gives the integer *65*
`int(65.75)` gives the integer *65*
`float("65.75")` gives the float *65.75*
`float(65)` gives the float *65.0*
`str(65)` gives the string *"65"*
`str(65.75)` gives the string *"65.75"*
int("65.75") gives an error

9. Indentation

In Python blocks are identified by indentation.
statement 1:
 statement 2
 statement 3

statement 1 must end in a colon. It can be an if statement, while statement, for statement or a def statement

Similarly,

```
statement 1
    statement 2
        statement 3
        statement 4
        statement 5
    statement 6
```

Use only 4 spaces for an indent.

10. Simple Input

`x = input()` for taking input.
`x = input("Enter number: ")` display a prompt while taking input.
The value given by input is always a string.

11. Simple Output

`print(x)` print the value in *x* and a new line.
`prin(x, y)` print the value in *x* and a space.
`print(x,y, sep="...")` prints the values of *x*, *y* separated by "..." instead of the default space.
`print(x, y, sep="␣", end = ":",)` prints the values of *x*, *y* seperated by a tab and instead of ending with a newline

12. if statement

```
if x > 0:
    print('positive')
```

13. if...else statement

```
if x > 0:
    print('positive')
else:
    print('not positive')
```

14. if...elif statement

```
if x > 0:
    print('positive')
elif x < 0:
    print('negative')
else:
    print('Zero')
```

15. while statement

```
x = 1
while x < 10:
    print('The value of x is ', x)
    x += 1
```

Prints *x* value from 1 to 9

16. Defining Strings

`s = "I am a string"`
enclosed in double quotes.
`s = 'He said "Good Morning", to the class'`
use single quotes if there is a double quote in the string.
`s = "It's time"`
use double quotes if there is a single quote in the string.

17. Accessing characters in strings

`s[0]` accesses the first character in the string *s*.
`s[4]` accesses the fifth character in the string *s*.
Indexing starts with 0 for the first character.
`s[-1]` accesses the last character in the string *s*.
`s[-2]` accesses the last but one character in *s*.
Negative indexing starts with -1 from last.

18. Slicing strings

`s = "Hello World"`
`s[3:]` returns *"lo World"*
substring from character with index 3 to end.
`s[:7]` returns *"Hello W"*
substring from start to character with index 6.
`s[3:7]` returns *"lo W"*
substring from character with index 3 to character with index 6.
`s[2:-2]` returns *"llo Wor"*
substring from third character to the third character from the end.

19. string methods

`s = "Hello" + "World"` stores *Hello World* in *s*.
`len(s)` length of the string *s*
`"ell" in s` checks for the presence of *"ell"* in *s*.
`s.lower()` returns *"helloworld"*
a new string with characters of *s*, in lower case.
`s.upper()` returns *"HELLOWORLD"*
a new string with characters of *s*, in upper case.
`s.replace("l", "m")` returns *"Hemmo Wormd"*
a new string with all the *l* replaced with *m*.
`s.split()` returns *["Hello", "World"]*
a list of words in the string.
All the above operations return new strings. The original string remains unaltered.

20. range function

`range(8)` returns list of numbers from 0 to 7.
`range(3, 13, 2)` returns odd numbers from 3 to 12.
`range` returns a "generator", converts it to list to see the

values,
Example: `print(list(range(8)))`

21. Defining functions

```
def add_one(x):  
    return x + 1
```

defines the *add_one* function that takes one argument and returns the value of argument plus one.

```
def getMax(x, y):  
    if x > y:  
        return x  
    return y
```

defines the *getMax* function that takes two arguments and returns the greater one from them.

22. Calling functions

`add_one(5)` returns 6.
`x = add_one(8)` stores the value 9 in *x*.
`x = add_one(x)` increments *x* by one.
`y = getMax(4, 8)` stores the return value 8 in *y*.

23. lists

`pr = [2, 3, 5, 7, 11, 13]` creates the list *pr*.
`len(pr)` returns the length of the list, 6
`15 in pr` checks for the presence of 15 in the list *pr*.
`pr + [17, 19, 23]` adds the lists and returns a new list.

24. slicing lists

`pr[0]` accesses the first item, 2.
`pr[-4]` accesses the fourth item from end, 5.
`pr[2:]` accesses *[5, 7, 11, 13]*
list of items from third to last.
`pr[:4]` accesses *[2, 3, 5, 7]*
list of items from first to fourth.
`pr[2:4]` accesses *[5, 7]*
list of items from third to fifth.
`pr[1::2]` accesses *[3, 7, 13]*
alternate items, starting from the second item.

25. list methods

`pr.append(17)` adds 17 at the end of the list *pr*.
pr becomes *[2, 3, 5, 7, 11, 13, 17]*
`pr.extend([17, 19, 21])` appends 17, 19, 21
pr becomes *[2, 3, 5, 7, 11, 13, 17, 19, 21]*
Operations mentioned above modify the list itself.

26. for loop

```
for i in pr:  
    print(i)
```

iterates over the list *pr* one item at a time.

27. dictionaries

`mm2num = {"jan": 1, "feb": 2, "mar": 4}`
creates the dictionary *mm2num*
`mm2num["feb"]` gives the corresponding value, 2
`mm2num["mar"] = 3`
changes the value for the key 'mar' to 3
`mm2num["apr"] = 4`
creates the key "apr" with 4 as the value
`mm2num.values()` returns list of values, *[1, 2, 3, 4]*
`mm2num.keys()` returns list of keys,
["jan", "feb", "mar", "apr"]

28. sets

`prs = set([2, 3, 2, 5, 3, 7, 7, 2, 3])`
creates the set *set([2, 3, 5, 7])* and stores in *prs*.
`ods = set([1, 3, 5, 9, 3, 7, 7, 9, 3])`
creates the set *set([1, 3, 5, 7, 9])* and stores in *ods*.
`prs | ods` gives the union of the sets, *set([1, 2, 3, 5, 7, 9])*
`prs & ods` gives the intersection of the sets, *set([3, 5, 7])*
`ods - prs` gives the difference of sets
items in *ods* that are not in *prs*, which is *set([1, 9])*
`ods ^ prs` gives the symmetric difference
items in *ods* or in *prs* but not in both, *set([1, 2, 9])*

29. Reading from files

```
fileLoc = '/home/tsprint/primes.txt'  
for line in open(fileLoc):  
    prime = int(line)  
    print(prime * prime)
```

Data in the file is read as a string line by line.
