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IMPORTANT PYTHON METHODS !

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List Methods

01. append() ⟶ Adds an element to the end of the list.

Example :- 🔴🟩🟩 ----> append(🔺) ----> 🔴🟩🟩🔺

02. extend() ⟶ Extends the list by appending elements from an iterable.

Example :- 🔴🟩🟩 ----> extend(🔺🔴) ----> 🔴🟩🟩🔺🔴

03. pop() ⟶ Removes and returns an element from the end of the list.

Example :- 🔴🟨🟩 ----> pop(1) ----> 🔴🟩

04. index() ⟶ Returns the index of the first occurrence of a specified element in the list.

Example :- 🔴🟩🟩 ----> index(🔴) ----> 0

05. sort() ⟶ Sorts the list in place.

Example :- 🟩🔴🔺 ----> sort( ) ----> 🔴🟩🔺

06. reverse() ⟶ Reverses the order of the elements in the list.

Example :- 🔴🟩🟩 ----> reverse( ) ----> 🟩🟩🔴

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07. insert() ⟶

Inserts an element at a specified index in the list.

Example :- ●■■ ----> insert(3, ▲) ----> ●■■▲

08. remove() ⟶

Removes the first occurrence of a specified element from the list.

Example :- ●■■ ----> remove(●) ----> ■■

09. count() ⟶

Returns the number of occurrences of a specified element in the list.

Example :- ●■■ ----> remove(■) ----> 2

10. copy() ⟶

Returns a shallow copy of the list.

Example :- ●■■ ----> copy( ) ----> ●■■

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String Methods

01. upper() ⟶ Converts all characters to uppercase

Example :- 'hello' ----> upper() ----> HELLO

02. lower() ⟶ Converts all characters to lowercase

Example :- 'HELLO' ----> lower() ----> hello

03. strip() ⟶ Returns a trimmed version of the string

Example :- '   HELLO   ' ----> strip() ----> HELLO

04. split() ⟶ Splits the string at the specified separator, and returns a list.

Example :- '   HELLO   ' ----> strip() ----> HELLO

05. join() ⟶ Converts the elements of an iterable into a string

Example :- 'myTuple = ("John", "Peter", "Vicky")
----> "#".join(myTuple) ----> John Peter Vicky

06. replace() ⟶ Returns a string where a specified value is replaced with a specified value

Example :- '31/01/2022' ----> replace() ----> '31-01-2022'

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07. startswith() ⟶ Returns True if the string starts with a specified prefix, otherwise False.

Example :- 'hello' ----> startswith("h") ----> True

08. endswith() ⟶ Returns True if the string ends with a specified suffix, otherwise False.

Example :- 'HELLO' ----> endswith('O') ----> True

09. find() ⟶ Returns the index of the first occurrence of a specified substring in the string, or -1 if not found.

Example :- 'HELLO WORLD' ----> find('OR') ----> 7

10. count() ⟶ Returns the number of non-overlapping occurrences of a specified substring in the string.

Example :- 'HELLO WORLD' ----> count('L') ----> 3

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Dictionary Methods

Let's Assume :- abc = {'A':1, 'B':2, 'C':3}

01. get() ⟶ Returns the value associated with a specified key, or a default value if the key does not exist.

Example :- get('C') ----> 3

02. keys() ⟶ Returns a view object that displays a list of all keys in the dictionary.

Example :- keys() ----> dict_keys(['A', 'B', 'C'])

03. values() ⟶ Returns a view object that displays a list of all values in the dictionary.

Example :- values() ----> dict_values([1, 2, 3])

04. items() ⟶ Returns a view object that displays a list of all key-value pairs in the dictionary as tuples.

Example :- items() ----> dict_items([('A', 1), ('B', 2), ('C', 3)])

05. update() ⟶ Updates the dictionary with key-value pairs from another dictionary or an iterable.

Example :- update('D':4) ----> {'A':1, 'B':2, 'C':3, 'D':4}

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Let's Assume :- abc = {'A':1, 'B':2, 'C':3}

06. pop() ⟶

Removes and returns the value associated with a specified key from the dictionary.

Example :- pop('B') ----> 2

07. popitem() ⟶

Removes and returns an arbitrary key-value pair from the dictionary.

Example :- popitem() ----> ('C', 3)

08. clear() ⟶

Removes all key-value pairs from the dictionary.

Example :- clear() ----> {}

09. setdefault() ⟶

Returns the value associated with a specified key, or adds a key-value pair with a default value if the key does not exist.

Example :- setdefault('C') ----> 3

10. copy() ⟶

Returns a shallow copy of the dictionary.

Example :- copy() ----> {'A':1, 'B':2, 'C':3}

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Set Methods

Let's Assume :- fruits = {"apple", "banana", "cherry"}

01. add() ⟶ Adds an element to the set.

Example :- fruits.add("orange") ----> {'orange', 'apple', 'banana', 'cherry'}

02. remove() ⟶ Removes an element from the set.

Example :- fruits.remove("banana") ----> {'cherry', 'apple'}

03. union() ⟶ Returns a new set containing all elements from the set and another set.

Example :- union({"google", "microsoft"}) ----> {'cherry', 'apple', 'google', 'banana', 'microsoft'}

04. intersection () ⟶ Returns a new set containing elements that are common to the set and another set.

Example :- intersection({"apple"}) ----> {'apple'}

05. difference() ⟶ Returns a new set containing elements that are in the set but not in another set.

Example :- difference({"microsoft", "apple"}) ----> {'cherry', 'banana'}

06. issubset() ⟶ Returns True if the set is a subset of another set, otherwise False.

Example :- fruits.issubset({"apple", "banana", "cherry", "orange"}) ----> True

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File Methods

01. open() →	Opens a file and returns a file object.
02. read() →	Reads the contents of a file and returns it as a string.
03. write() →	Writes a string to a file.
04. close() →	Closes a file.

Math Methods

01. abs() → Returns the absolute value of a number.

Example :- abs(-94) ----> 94

02. pow() → Returns the result of raising a number to a specified power.

Example :- Math.pow(9,3) ----> 729

03. sqrt() → Returns the square root of a number.

Example :- math.sqrt(16) ----> 4.0

04. max() → Returns the maximum value among a series of numbers.

Example :- max(5, 10) ----> 10

05. min() → Returns the minimum value among a series of numbers.

Example :- min(5, 10) ----> 5

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Regular Expression Methods

01. re.match() →	Determines if the regular expression matches at the beginning of a string.
02. re.search() →	Searches a string for a match to the regular expression.
03. re.findall() →	Returns all non-overlapping occurrences of a pattern in a string as a list.
04. re.sub() →	Replaces all occurrences of a pattern in a string with a replacement string.
05. re.compile() →	Compiles a regular

Date and Time Methods

01. datetime.now() →	Returns the current date and time as a datetime object.
02. strftime() →	Returns a formatted string representing a date and time
03. strptime() →	Parses a string representing a date and time and returns a datetime object.
04. timedelta() →	Represents a duration of time.
05. date() →	Represents a date (year, month, and day).

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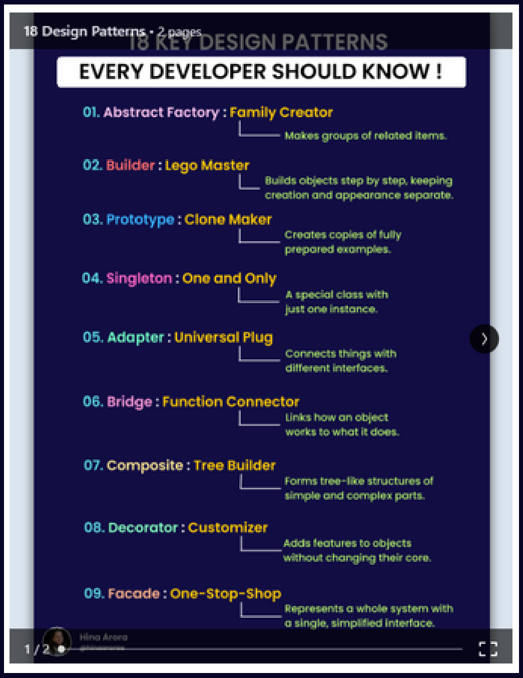
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18 KEY DESIGN PATTERNS

EVERY DEVELOPER SHOULD KNOW !

01. Abstract Factory : Family Creator
Makes groups of related items.

02. Builder : Lego Master
Builds objects step by step, keeping creation and appearance separate.

03. Prototype : Clone Maker
Creates copies of fully prepared examples.

04. Singleton : One and Only
A special class with just one instance.

05. Adapter : Universal Plug
Connects things with different interfaces.

06. Bridge : Function Connector
Links how an object works to what it does.

07. Composite : Tree Builder
Forms tree-like structures of simple and complex parts.

08. Decorator : Customizer
Adds features to objects without changing their core.

09. Facade : One-Stop-Shop
Represents a whole system with a single, simplified interface.

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