Python 3 Cheat Sheet

Official Python documentation on http://docs.python.org/py3k

Base Types

integer, float, boolean, string, bytes

`int 783  0  -192  0b010  0o642  0xF3`
null binary octal hexa

`float 9.23  0.0  -1.7e-6` ($\times 10^{-6}$)

`bool True  False`

`str "One\nTwo"` *escaped new line*

`'I\'m'` *escaped '*

Multiline string:
`"""X\tY\tZ`
`1\t2\t3"""`
escaped tab

`bytes b"toto\xfe\775"`
hexadecimal octal

☝ *immutables*

Container Types

▪ **ordered sequences**, fast index access, repeatable values

`list [1,5,9]  ["x",11,8.9]  ["mot"]  []`

`tuple (1,5,9)  11,"y",7.4  ("mot",)  ()`

Non modifiable values (immutables) ☝ *expression with just comas →* `tuple`

`str bytes` *(ordered sequences of chars / bytes)* `""` `b""`

▪ **key containers**, no *a priori* order, fast key acces, each key is unique

dictionary `dict {"key":"value"}  dict(a=3,b=4,k="v")  {}`

(key/value associations) `{1:"one",3:"three",2:"two",3.14:"π"}`

collection `set {"key1","key2"}  {1,9,3,0}  set()`

☝ *keys=hashable values (base types, immutables…)* `frozenset` *immutable set* *empty*

Identifiers

for variables, functions, modules, classes… names

`a…zA…Z_` followed by `a…zA…Z_0…9`
- □ diacritics allowed but should be avoided
- □ language keywords forbidden
- □ lower/UPPER case discrimination

☺ `a toto x7 y_max BigOne`
☹ ~~`8y`~~ ~~`and`~~ ~~`for`~~

= Variables assignment

1) evaluation of right side expression value
2) assignment in order with left side names
☝ assignment ⇔ **binding** of a *name* with a *value*

`x=1.2+8+sin(y)`
`a=b=c=0` *assignment to same value*
`y,z,r=9.2,-7.6,0` *multiple assignments*
`a,b=b,a` *values swap*
`a,*b=seq`
`*a,b=seq` *unpacking of sequence in item and list*
`x+=3` *increment ⇔* `x=x+3`
`x-=2` *decrement ⇔* `x=x-2`
`x=None` *« undefined » constant value*
`del x` *remove name* `x`

and `*=` `/=` `%=` …

Conversions

`type`*(expression)*

`int("15") → 15`
`int("3f",16) → 63` *can specify integer number base in 2nd parameter*
`int(15.56) → 15` *truncate decimal part*
`float("-11.24e8") → -1124000000.0`
`round(15.56,1)→ 15.6` *rounding to 1 decimal (0 decimal → integer number)*
`bool(x)` `False` *for null* `x`*, empty container* `x`*,* `None` `x` *or* `False` `x` *;* `True` *for other* `x`
`str(x)→ "…"` *representation string of* `x` *for display (cf. formating on the back)*
`chr(64)→'@'  ord('@')→64` *code ↔ char*
`repr(x)→ "…"` *literal representation string of* `x`
`bytes([72,9,64]) → b'H\t@'`
`list("abc") → ['a','b','c']`
`dict([(3,"three"),(1,"one")]) → {1:'one',3:'three'}`
`set(["one","two"]) → {'one','two'}`

separator `str` *and sequence of* `str` *→ assembled* `str`
`':'.join(['toto','12','pswd']) → 'toto:12:pswd'`

`str` *splitted on whitespaces →* `list` *of* `str`
`"words with  spaces".split() → ['words','with','spaces']`

`str` *splitted on separation* `str` *→* `list` *of* `str`
`"1,4,8,2".split(",") → ['1','4','8','2']`

sequence of one type → `list` *of another type (via comprehension list)*
`[int(x) for x in ('1','29','-3')] → [1,29,-3]`

Sequence Containers Indexing

for lists, tuples, strings, bytes…

negative index	-5	-4	-3	-2	-1	
positive index	0	1	2	3	4	
`lst=`	`[10,`	`20,`	`30,`	`40,`	`50]`	
positive slice	0	1	2	3	4	5
negative slice	-5	-4	-3	-2	-1	

Items count
`len(lst)→5`

☝ **index from 0**
(here from 0 to 4)

Individual access to **items** via `lst[`*index*`]`
`lst[0]→10` ⇒ *first one* `lst[1]→20`
`lst[-1]→50` ⇒ *last one* `lst[-2]→40`

On mutable sequences (`list`*), remove with* `del lst[3]` *and modify with assignment* `lst[4]=25`

Access to **sub-sequences** via `lst[`*start slice*`:`*end slice*`:`*step*`]`

`lst[:-1]→[10,20,30,40]` `lst[::-1]→[50,40,30,20,10]` `lst[1:3]→[20,30]` `lst[:3]→[10,20,30]`
`lst[1:-1]→[20,30,40]` `lst[::-2]→[50,30,10]` `lst[-3:-1]→[30,40]` `lst[3:]→[40,50]`
`lst[::2]→[10,30,50]` `lst[:]→[10,20,30,40,50]` *shallow copy of sequence*

Missing slice indication → from start / up to end.
On mutable sequences (`list`*), remove with* `del lst[3:5]` *and modify with assignment* `lst[1:4]=[15,25]`

Boolean Logic

Comparators: `< > <= >= == !=`
(boolean results) ≤ ≥ = ≠

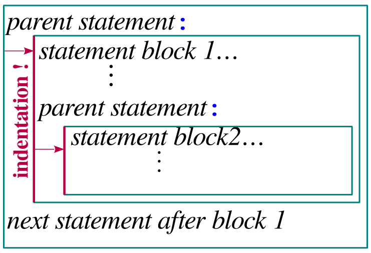
`a and b` logical and *both simultaneously*
`a or b` logical or *one or other or both*

☝ pitfall : `and` *and* `or` *return value of* `a` *or of* `b` *(under shortcut evaluation).*
⇒ ensure that `a` *and* `b` *are booleans.*

`not a` logical not

`True`
`False` True and False constants

Statements Blocks



☝ *configure editor to insert 4 spaces in place of an indentation tab.*

Modules/Names Imports

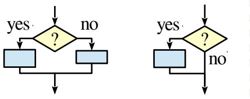
module `truc`⇔*file* `truc.py`

`from monmod import nom1,nom2 as fct`
→direct acces to names, renaming with `as`
`import monmod` *→acces via* `monmod.nom1` *…*
☝ modules and packages searched in *python path* (cf `sys.path`)

Conditional Statement

statement block executed only if a condition is true

`if` *logical condition*`:`
→ *statements block*



Can go with several *elifi*, *elif*... and only one final *else*. Only the block of first true condition is executed.

```
if age<=18:
    state="Kid"
elif age>65:
    state="Retired"
else:
    state="Active"
```

☝ *with a boolean var* `x`*:*
`if x==True:` ⇔ `if x:`
`if x==False:` ⇔ `if not x:`

Maths

☝ *floating numbers… approximated values*

Operators: `+ - * / // % **`
Priority `(…)` × ÷ integer ÷ ÷ remainder a^b

`@` → matrix × *python3.5+*`numpy`

`(1+5.3)*2→12.6`
`abs(-3.2)→3.2`
`round(3.57,1)→3.6`
`pow(4,3)→64.0`

☝ *usual priorities*

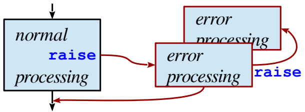
angles in radians

`from math import sin,pi…`
`sin(pi/4)→0.707…`
`cos(2*pi/3)→-0.4999…`
`sqrt(81)→9.0` √
`log(e**2)→2.0`
`ceil(12.5)→13`
`floor(12.5)→12`

modules `math`, `statistics`, `random`, `decimal`, `fractions`, `numpy`, etc. (cf. doc)

Exceptions on Errors

Signaling an error:
`raise` *Exception(…)*



Errors processing:
`try:`
→ *normal procesising block*
`except` *Exception* `as e:`
→ *error processing block*

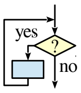
☝ `finally` *block for final processing in all cases.*

Conditional Loop Statement

☝ beware of infinite loops!

statements block executed ***as long as*** *condition is true*

`while` *condition logique* `:`
→ *statements block*



```
s = 0
i = 1
```
} *initializations* ***before*** *the loop*

condition with a least one variable value (here `i`*)*

```
while i <= 100:
    s = s + i**2
    i = i + 1
print("sum:",s)
```
☝ *make condition variable change !*

Algo: $$s=\sum_{i=1}^{i=100} i^2$$

Loop Control

`break` *immediate exit*

`continue` *next iteration*

☝ `else` *block for* ***normal*** *loop exit.*

Display

```
print("v=",3,"cm :",x,",",y+4)
```

items to display : literal values, variables, expressions

`print` options:
- □ `sep=" "` items separator, default space
- □ `end="\n"` end of print, default new line
- □ `file=f` print to file, default standard output

Input

```
s = input("Instructions:")
```

☝ `input` always returns a **string**, convert it to required type (cf. boxed *Conversions* on the other side).

Generic Operations on Containers

`len(c)` → items count

`min(c)` `max(c)` `sum(c)`

Note: For dictionaries and sets, these operations use ***keys****.*

`sorted(c)` → `list` sorted *copy*

`val in c` → boolean, membership operator `in` (absence `not in`)

`enumerate(c)` → *iterator* on (index, value)

`zip(c1,c2…)` → *iterator* on tuples containing c_i items at same index

`all(c)` → `True` if **all** `c` items evaluated to true, else `False`

`any(c)` → `True` if **at least one** item of `c` evaluated true, else `False`

Specific to ***ordered sequences containers*** *(lists, tuples, strings, bytes…)*

`reversed(c)` → *inversed iterator*   `c*5` → duplicate   `c+c2` → concatenate

`c.index(`*val*`)` → *position*   `c.count(`*val*`)` → *events count*

```
import copy
```

`copy.copy(c)` → shallow copy of container

`copy.deepcopy(c)` → deep copy of container

Opérations on Lists

☝ modify original list

`lst.append(`*val*`)`	add item at end
`lst.extend(`*seq*`)`	add sequence of items at end
`lst.insert(`*idx*`,`*val*`)`	insert item at index
`lst.remove(`*val*`)`	remove first item with value *val*
`lst.pop([`*idx*`])` → *value*	remove & return item at index *idx* (default last)
`lst.sort()` `lst.reverse()`	sort / reverse liste *in place*

Operations on Dictionaries

`d[`*key*`]=`*value*   `d.clear()`

`d[`*key*`]` → *value*   `del d[`*key*`]`

`d.update(`*d2*`)` } update/add associations

`d.keys()`
`d.values()`
`d.items()`
} → iterable views on keys/values/associations

`d.pop(`*key[,default]*`)` → *value*

`d.popitem()` → *(key,value)*

`d.get(`*key[,default]*`)` → *value*

`d.setdefault(`*key[,default]*`)` → *value*

Operations on Sets

Operators:
- `|` → union (vertical bar char)
- `&` → intersection
- `-` `^` → différence/symetric diff.
- `<` `<=` `>` `>=` → inclusion relations

Operators also exist as methods.

`s.update(`*s2*`)` `s.copy()`
`s.add(`*key*`)` `s.remove(`*key*`)`
`s.discard(`*key*`)` `s.clear()`
`s.pop()`

Files

storing data on disk, and reading it back

```
f = open("fil.txt","w",encoding="utf8")
```

file **variable** for operations

name of file on disk (+path…)

opening **mode**
- □ `'r'` read
- □ `'w'` write
- □ `'a'` append
- □ …`'+'` `'x'` `'b'` `'t'`

encoding of chars for *text files*: `utf8` `ascii` `latin1` …

cf. modules `os`, `os.path` and `pathlib`

☝ *text mode* `t` *by default (read/write* `str`*), possible binary mode*`b` *(read/write* `bytes`*)*

writing

```
f.write("coucou")
```

☝ *if text file → read / write only* ***strings****, convert from/to required type*

reading

empty string if end of file

```
s = f.read(4)
```
if char count not specified, read whole file

read next line

```
s = f.readline()
```

`f.close()` ☝ dont forget to **close the file** after use !

`f.flush()` *write cache*   `f.truncate([`*taille*`])` *resize*

reading/wriding progress sequentially in the file, modifiable with:

`f.tell()` → *position*   `f.seek(`*position[,origin]*`)`

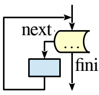
Very common: opening with a guarded block (automatic closing) and reading loop on lines of a text file:

```
with open(…) as f:
    for line in f :
        # processing of line
```

Iterative Loop Statement

statements block executed ***for each*** *item of a container or iterator*

`for` `var` `in` *sequence* `:`
→ *statements block*



Go over sequence's **values**

```
s = "Some text"
cnt = 0
```
} *initializations* ***before*** *the loop*

loop variable, ***assignment managed by*** `for` ***statement***

```
for c in s:
    if c == "e":
        cnt = cnt + 1
print("found",cnt,"'e'")
```

Algo: count number of `e` *in the string.*

loop on dict/set ⇔ loop on keys sequences

use *slices* to loop on a subset of a sequence

Go over sequence's **index**
- □ modify item at index
- □ access items around index (before / after)

```
lst = [11,18,9,12,23,4,17]
lost = []
for idx in range(len(lst)):
    val = lst[idx]
    if val> 15:
        lost.append(val)
        lst[idx] = 15
print("modif:",lst,"-lost:",lost)
```

Algo: limit values greater than 15, memorizing of lost values.

☜ good habit : don't modify loop variable

Go simultaneously on sequence's **index** and **values**:

```
for idx,val in enumerate(lst):
```

Integers Sequences

`range(`*[start,] end [,step]*`)`

☝ *start* default 0, *fin* not included in sequence, *pas* signed default 1

`range(5)` → 0 1 2 3 4   `range(2,12,3)` → 2 5 8 11

`range(3,8)` → 3 4 5 6 7   `range(20,5,-5)` → 20 15 10

`range(len(`*seq*`))` → *sequence of index of values in seq*

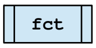
☝ *range provides an immutable sequence of int constructed as needed*

Function Definition

function name (identifier)

named parameters

```
def fct(x,y,z):
    """documentation"""
    # statements block, res computation, etc.
    return res
```



result value of the call, if no computed result to return: `return None`

☝ parameters and all variables of this block exist only *in* the block and *during* the function call (think of a “black box”)

Advanced: `def fct(x,y,z,*args,a=3,b=5,**kwargs):`

**args variable positional arguments (→*`tuple`*), default values,*
***kwargs variable named arguments (→*`dict`*)*

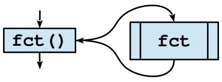
Function Call

```
r = fct(3,i+2,2*i)
```

storage/use of returned value   *one argument per parameter*

☝ this is the use of function name with parenthesis which does the call

Advanced:
**sequence*
***dict*



Operations on Strings

`s.startswith(`*prefix[,start[,end]]*`)`

`s.endswith(`*suffix[,start[,end]]*`)` `s.strip([`*chars*`])`

`s.count(`*sub[,start[,end]]*`)` `s.partition(`*sep*`)` → *(before,sep,after)*

`s.index(`*sub[,start[,end]]*`)` `s.find(`*sub[,start[,end]]*`)`

`s.is…()` *tests on chars categories (ex.* `s.isalpha()`*)*

`s.upper()` `s.lower()` `s.title()` `s.swapcase()`

`s.casefold()` `s.capitalize()` `s.center([`*width,fill*`])`

`s.ljust([`*width,fill*`])` `s.rjust([`*width,fill*`])` `s.zfill([`*width*`])`

`s.encode(`*encoding*`)` `s.split([`*sep*`])` `s.join(`*seq*`)`

Formating

formating directives   values to format

```
"modele{} {} {}".format(x,y,r) → str
```

`"{`*selection* `:` *formating* `!` *conversion*`}"`

□ **Selection** :
```
2
nom
0.nom
4[key]
0[2]
```

Examples
```
"{:+2.3f}".format(45.72793)
→'+45.728'
"{1:>10s}".format(8,"toto")
→'      toto'
"{x!r}".format(x="I'm")
→'"I\'m"'
```

□ **Formating** :

fill char *alignment* *sign* *mini width* . *precision~maxwidth* *type*

`<` `>` `^` `=`   `+` `-` *space*   `0` at start for filling with 0

integer: `b` binary, `c` char, `d` decimal (default), `o` octal, `x` or `X` hexa…

float: `e` or `E` exponential, `f` or `F` fixed point, `g` or `G` appropriate (default),

string: `s` …   `%` percent

□ **Conversion** : `s` (readable texte) or `r` (literal representation)