

Variable Assignments

```
integer = 1
string = "string"
unicode_string = u"unicode string"
mulri_line_streing = """multi-line
string
"""
tuple = (element1, element2, element3, ...)
list = [element1, element2, element3, ...]
dictionary = {key1: value1, key2: value2, key3: value3, ...}
dictionary[key] = value
dictionary.get(key, default_if_not_exists)
class_instance = class_name(init_args)
```

Frequently Used Built-In Types

True	False	None
str	unicode	int
loat	list	dict

Other than **True**, **False** and **None**, these can also be used as functions to explicitly cast a value to that type.

Functions

```
def function_name(arg1, arg2, keyword1=value1, keyword2=value2, ...):
    <function_body>
    return retrun_value
```

e.g.

```
def my_function(x,y,z=0):
    sum = x + y +z
    return sum
```

```
my_function(1, 2) --> 3
my_function(1, 2, 3) --> 6
my_function(1, 2, y=4) --> 7
```

By **APressato**
cheatography.com/apressato/

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