

Operator Precedence Table

<code>func_names(args, ...)</code>	Function call
<code>x[index:index]</code>	Slicing
<code>x[index]</code>	Indexing
<code>x.attribute</code>	Attribute reference
<code>**</code>	Exponentiation
<code>*, /, %</code>	Multiply, divide, mod
<code>+, -</code>	Add, subtract
<code>>, <, <=, >=, !=, ==</code>	Comparison
<code>in, not in</code>	Membership tests
<code>not, and, or</code>	Boolean operators

Module Import

<code>import module_name</code>
<code>from module_name import name, ...</code>
<code>from module_name import *</code>

Data Types

TYPE	DESCRIPTION	EXAMPLE
int	32-bit Integer (unlimited in 3.x)	3, -4
long	unlimited Integer (dropped in 3.x)	101L
float	Floating point number	3.0, -6.55
complex	Complex number	
bool	Boolean	True, False
str	Character sequence	"Immutable object"
str	Character sequence	"Immutable object"
tuple	Immutable sequence	(2, "a", [1, 2], (5, 6))
list	Mutable Sequence	[1, [a, b], ("a", "b")]
dict	Mapping	{x:2, y:5}



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