

# COMP 202 Cheat Sheet

by daisz via cheatography.com/163328/cs/34214/

#### binary numbers

tree branching out jar with balls clock

# changing a variables value

```
x = 5

x = x + 1

output: x = 6
```

#### assigning values to multiple variables

```
x, y, z = 1, 2, 3
print( "x is", x)
print ("y is", y)
print ("z is", z)
x = y = x = 5
print( "x is", x)
print ("y is", y)
print ("y is", y)
```

#### this is a shortcut

#### modulus

27%10

returns 7, remainder of clock arithmetic

# properly evaluating equality of floating

```
x = 1.1+2.2
epsilon = 0.001
print( abs (x- 3.3 )<e psilon)
```

# algorithm for base conversion

```
q := n
k := 0
while q =! 0
ak := q mod b
q := q/b
k = k+1
return (ak-1...a 1,a0)
```

procedure baseexpansion(n,b)

in general, given a base b and a decimal number n, repeat the following until the number is 0

divide n by b and prepend the remainder of the division

let the new number be n divided by b, rounded down

# the life of an object

creation

manipulation (while it exists) stops existing when there are no more references to it

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## swapping values

```
x = 137
y = 42
temp_var = x
x = y
y = temp_var
```

temp\_var stores x = 137then you take x = y, moves both to 42 then define y as temp\_var, 137 y = 137prevents loss of information

### input function always returns

#### a string!

# type error

print(int('5')\*int('3'))
can't multiply between two strings

must cast string as int

#### object references

look up slides...
if a = 5
then a = "cat"
value five is garbage collected

# = Is not equality, not commutative

x = 7 7 = xillegal in pyton

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