

### String Operators

<code>str.title()</code>	Changes the first letter of each word to uppercase Example: "Ada Lovelace"
<code>str.upper()</code>	Changes the entire sting to uppercase Example: "ADA LOVELACE"
<code>str.lower()</code>	Changes the entire string to lowercase Example: "ada lovelace"
<code>\n</code>	Creates a new line
<code>\t</code>	Inserts a tab
<code>string.strip()</code>	Removes any whitespace
<code>str(data)</code>	changes almost any data type into a string

### Number Operator

<code>+</code>	Add
<code>-</code>	Subtract
<code>*</code>	Multiply
<code>/</code>	Divide
<code>%</code>	Divde, but take the remainder as the answer
<code>int(data)</code>	Change almost any data type into an integer
<code>float(-data)</code>	Change almost any data type into a float

### Functions and Classes

Function	A set of instructions that can be run repeatedly by calling it
Class	A collection of functions that are attributes of one thing
Objects	The official names of the functions inside of classes
<code>def FuncName:</code>	Define a function
<code>FuncName(arguments)</code>	Make information needed before the function can run
<code>class ClassName:</code>	Define a class
<code>ClassName(Arguments)</code>	Make information needed before the class can run
<code>def ObjName (self, arguments)</code>	Creates an object inside a class that can be run when called
<code>def __init__ (self)</code>	Gives instructions for the class to run when it is started
<code>ClassName.ObjName(-arguments)</code>	Call an object of a class

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