Cheatography

Python Cheat Sheet

by Iamtle via cheatography.com/25873/cs/6991/

Function

print()	Display an information on the screen
int()	Change number to an integer
float()	Change number to an decimal number
input()	Ask for the information from the user
str()	A list of number, letter and symbols
len()	Length of the string
#	Comment
''' '''	Multiple Line Comment

Reverse A Word

```
while True:
     word = input(  " P lease
enter a word")
      index = 0
      reverse = ' '
#while int(index) < len(word):
# reverse = word[i  ndex] +
(reverse)
# index = int(index) + 1
for letter in word:
          reverse = letter +
reverse
print ("Re  verse: ", reverse)
```

Countdown Code

```
user_number = input("Please enter a
number: ")
number = int(user_number)
countdown_string = ''
while number > 0:
countdown_string = countdown_string +
str(number)
number = number - 1
print (countdown_string)
```

List

```
'''SHOPPING_LIST=
['bags','shirts','pants']
list_num=0
while list_num < len(sh opp -
ing _list)
        pri nt( sho ppi ng_ -
lis t[l ist _num])
        lis t_num = list_num + 1
for item in in shopping lost:
        print (item)
```

Random

```
import random
# Create a list of integers
intlist = [1,2,3,4]
random_int = random.ch oic e(i -
ntlist)
print (rando m_int) #print the
entire list and the random item
# Create a list of floating
point numbers
fplist = [0.2,0.3,0.4]
random_fp = random.ch oic e(f -
plist)
print (rando m_fp) #print the
entire list and the random item
# Create a list of strings
strlist = ("AB C","D EF", " -
GHI ")
random_str = random.ch oic e(s -
trlist)
print (rando m_str) #print the
entire list and the random item
# Create a list of integers and
floating point numbers and
strings
mylist = (2,3,0.4, " Hel lo")
random _item = random.ch oic -
e(m ylist)
print (rando m_item) #print the
entire list and the random item
# Create a list of the following
variables
myvar1 = 1
myvar2 = 2
myvar3 = 3
varlist = [myvar1, myvar2,
myvar3]
```

Random (cont)

```
> random_var = random.choice(varlist)
print (random_var) #print the entire list and
the random item
```

Operations

==	equal to
!=	no equal to
<	less than
>	more than
<=	less than or equal
%	Modulo, Calculate for Remainder
+	Add
-	Subtract
*	Multiplication
/	Division
**	Exponent

Convert To Hex

```
while True:
        use r_n umber =
input( " Please enter your
number: ")
        number = int(us er_ -
number)
        hex _string = ''
        while (number > 0 ):
                rem ainder =
number % 16
               if remainder ==
10:
                        hex -
_string = " A" + hex_string
               elif remainder ==
11:
                        hex -
_string = " B" + hex_string
               elif remainder ==
12:
                        hex -
_string = " C" + hex_string
               elif remainder ==
13:
                        hex -
_string = " D" + hex_string
               elif remainder ==
14:
                        hex -
_string = " E" + hex_string
               elif remainder ==
15:
                        hex -
_string = " F" + hex_string
```

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Convert To Hex (cont)

```
>        elif remainder < 10:
          hex_string = str(remainder) +
hex_string
        number = number // 16
    print ("Hexadeimal string is 0x"+ hex_st-
ring)
```

Area Of The Circle Code

```
while True:
         use r_r adius =
input( "What is your radius of a
circle? ")
         radius = float( use -
r_r adius)
        pi = float( 3.1415)
        area = (pi)radius) * 2
         pri nt( "The area of the
circle ", area)
```

Upper and Lower Case

```
name = "one two"

print (name.upper()) → ONE TWO
print (name.lower()) → one two
print (name.capitalize()) → One two
print (name.title()) → One Two
```

Vocabularty

Variable	reserved memory locations to store values. This means that when you create a variable you reserve some space in memory
String	A list of character such as number, letter and symbols
Boolean	True/False
Integer Number	Whole Number or Counting Number
Syntax	Grammar of Python
Floating Point	Number in Decimal

Example Of Codes

```
2 – integer
2.5 – floating point
Print (“Hello”) – string
mystring = 123 – variable
Print (mystr,”Hi”,2,1.0) -- commas
mystr = “Hi”
mystr ← variable name
“Hi” ← value that can be change
print (int(1.5)) → 1
print (int(“2”)) → 2
print (float(1)) → 1.0
Modulo/Remainder %
print (4%2) → 0
print (30%7) → 2
```

Multiplication And String

```
String * Number
Ex. String * 5 = String String
String String String
String * String = Crash !
Number * Number = Multiply
(Math)
Ex. 5 * 4 = 20
String ** String = CRASH!
Number ** Number = Exponent
(Math)
Ex. 5**2 = 25
String ** Number = CRASH!
```

Guessing Game

```
import random
game_over = 1
chances = 5
score = 0
word = ['Dog' ,'C at' ,'F -
ish ',' Pig ',' Ele phant']
random _word = random.ch oic -
e(word)
while game_over != 0:
        print ("Wo rd: " ,(w -
ord))
```

Guessing Game (cont)

```
>    guess_word = input("Guess a word: ")

   if guess_word == random_word:
      print ("That's Correct Guess!")
      print ("----------------------------------------
----------")
      score = score + 100
      print ("Score:",(score))
      random_word = random.choice(word)
   else:
      if guess_word != random_word:
         chances = chances - 1
         print ("Chances Remaining:",c-
hances)
         if guess_word in word:
            print ("Sorry,Wrong Choice!")
            print ("----------------------------------
--------------------")
         else:
            print ("Sorry That is not even in
the list")
            print ("----------------------------------
--------------------")
      if chances == 0:
         game_over = 0
         print ("Game Over!")
         print ("The word was",(random_-
word))
         print ("Final Score:",(score))
```