

## Basic Syntax

## Comments

Single line: Use # symbol

Multi-line: Use triple quotes `"""` or `'''`

Inline comments: Add # at end of line

## Print Function

Basic output: `print()` function displays text

Multiple values: Separate with commas

String formatting: Use f-strings, `format()`, or `%` formatting.

## Indentation

Critical in Python - Defines code blocks

Use 4 spaces - Standard convention

Consistent indentation - All lines in same block must have same indentation

## Data Types

|           |                       |
|-----------|-----------------------|
| int       | Whole numbers         |
| float     | Decimal Numbers       |
| complex   | Real + imaginary      |
| str       | Character strings     |
| Immutable | Can't change chars    |
| Unicode   | International support |
| bool      | True/False Values     |
| list      | Ordered, mutable      |
| tuple     | Ordered, immutable    |
| dict      | Key-value pairs       |
| set       | Unique elements only  |

Data types include numeric, text, boolean, and collections.

## Naming Rules

|                   |                           |
|-------------------|---------------------------|
| Start             | Letter or underscore      |
| Characters        | alphanumeric + underscore |
| No reserved words | if, for, class            |
| Convention        | snake_case                |

## Variable Declaration

|                     |                 |
|---------------------|-----------------|
| No keyword needed   | Just assign     |
| Dynamic typing      | Auto-determined |
| Case sensitive      | myvar ≠ MyVar   |
| Multiple assignment | One line        |

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Page 1 of 7.

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### Formatting

|                       |                                          |
|-----------------------|------------------------------------------|
| f-strings             | <code>f"Hello {name} "</code>            |
| <code>format()</code> | <code>" Hello {}".f or mat (name)</code> |
| <code>% style</code>  | <code>" Hello %s" % name</code>          |

### String Methods

|        |                                                                      |
|--------|----------------------------------------------------------------------|
| Case   | <code>upper()</code> , <code>lower()</code> , <code>title()</code>   |
| Search | <code>find()</code> , <code>index()</code> , <code>count()</code>    |
| Check  | <code>startswith()</code> , <code>endswith()</code>                  |
| Modify | <code>replace()</code> , <code>strip()</code> , <code>split()</code> |

### String Operations

|               |                               |
|---------------|-------------------------------|
| Concatenation | <code>+</code> operator       |
| Repetition    | <code>*</code> operator       |
| Length        | <code>len()</code> function   |
| Indexing      | <code>[0]</code> zero-based   |
| Slicing       | <code>[start:end:step]</code> |

### Strings (Creation Methods)

|               |                          |
|---------------|--------------------------|
| Single quotes | <code>'Hello'</code>     |
| Double quotes | <code>"Hello"</code>     |
| Triple quotes | Multi Line               |
| Raw strings   | <code>r 'literal'</code> |

### Conditionals

|                   |                                                                           |
|-------------------|---------------------------------------------------------------------------|
| <code>if</code>   | Basic condition check                                                     |
| <code>elif</code> | Additional conditions                                                     |
| <code>else</code> | Default                                                                   |
| Operators         | <code>==</code> , <code>!=</code> , <code>&lt;</code> , <code>&gt;</code> |
| Logic             | <code>and</code> , <code>or</code> , <code>not</code>                     |

### Loops

|                          |                   |
|--------------------------|-------------------|
| <code>For</code>         | Iterate sequences |
| <code>While</code>       | Condition-based   |
| <code>range()</code>     | Number Sequence   |
| <code>enumerate()</code> | Index + Value     |
| <code>zip()</code>       | Multiple sequence |



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Page 2 of 7.

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### Loop Control

|          |                   |
|----------|-------------------|
| break    | Exit loop         |
| continue | Skip iteration    |
| else     | Normal completion |
| pass     | Empty placeholder |

### Functions

#### Definition

- def keyword: Define function
- Parameters: Input values
- Return: Output value
- Docstrings: Documentation

#### Arguments

- Positional: Order matters
- Keyword: Use parameter names
- Default: Provide default values
- Variable: *args*, *\*kwargs*

#### Types

- Built-in: print(), len(), type()
- User-defined: Custom functions
- Lambda: Anonymous functions
- Generator: Uses yield

#### Scope

- Local: Inside function
- Global: Outside functions
- global: Modify global vars
- nonlocal: Enclosing scope

### Built-in Functions

#### Essential

- print(): Output to console
- input(): Get user input
- len(): Sequence length
- type(): Object type
- isinstance(): Check type

#### Conversion

- int(), float(), str()
- list(), tuple(), set()
- ord(), chr(): Char conversion

#### Mathematical



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Page 3 of 7.

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### Built-in Functions (cont)

- `abs()`: Absolute value
- `round()`: Round numbers
- `min()`, `max()`: Extremes
- `sum()`: Sequence sum
- `pow()`: Power calculation

#### Sequence

- `range()`: Number sequences
- `enumerate()`: Add indices
- `zip()`: Combine iterables
- `sorted()`: Sort sequence
- `all()`, `any()`: Boolean ops

### File Handling

#### Operations

- `open()`: Open file for I/O
- Modes: 'r', 'w', 'a', 'x'
- Text/Binary: 't', 'b' modes
- `close()`: Close file

#### Reading

- `read()`: Entire file
- `readline()`: Single line
- `readlines()`: All lines
- Iteration: Loop through lines

#### Writing

- `write()`: Write string
- `writelines()`: Write list
- Context manager: with statement

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### Error Handling

|         |                       |
|---------|-----------------------|
| try     | Code that may fail    |
| except  | Handle exceptions     |
| else    | No exception occurred |
| finally | Always execute        |
| raise   | Trigger exception     |

#### Handling



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Page 4 of 7.

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### Error Handling

|             |                    |
|-------------|--------------------|
| SyntaxError | Invalid syntax     |
| NameError   | Undefined variable |
| TypeError   | Wrong data type    |
| ValueError  | Wrong Value        |
| IndexError  | List index error   |
| KeyError    | Dict key missing   |

### Exception Types

### Object-Oriented Programming

#### Classes and Objects

- class keyword – Define class
- Object instantiation – Create instances
- Instance variables – Data unique to each object
- Class variables – Data shared by all instances
- self parameter – Reference to current instance

#### Methods

- Instance methods – Access instance data
- Class methods – Work with class data (@classmethod)
- Static methods – Independent functions (@staticmethod)
- Special methods – init, str, repr, etc.

#### Inheritance

- Parent class – Base class being inherited
- Child class – A class that inherits
- super() function – Access parent class methods
- Method overriding – Redefine parent methods
- Multiple inheritance – Inherit from multiple classes

#### Encapsulation

- Private attributes – Prefix with underscore(s)
- Property decorator – Create getter/setter methods
- Name mangling – Double underscore prefix
- Public interface – Methods meant for external use

#### Polymorphism

- Same interface, different implementations
- Duck typing – "If it looks like a duck..."
- Method overloading – Not directly supported
- Operator overloading – Define behavior for operators



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Page 5 of 7.

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### Data Structures

#### Lists

- Ordered, mutable, duplicates OK
- Methods: `append()`, `insert()`, `remove()`
- Access: indexing `[0]`, slicing `[1:3]`
- Sort: `sort()`, `reverse()`

#### Tuples

- Ordered, immutable, duplicates OK
- Methods: `count()`, `index()`
- Packing/Unpacking: Multiple assignment
- Faster than lists

#### Dictionaries

- Key-value pairs, mutable
- Methods: `get()`, `keys()`, `values()`
- Access: `dict[key]` or `dict.get(key)`
- Update: `update()`, `pop()`

#### Sets

- Unordered, unique elements
- Methods: `add()`, `remove()`, `union()`
- Operations: intersection, difference
- Membership: fast in testing

### Industry Applications

#### Web Development

- Backend APIs – RESTful services, GraphQL
- Full-stack frameworks – Django, FastAPI
- Microservices – Flask, FastAPI
- Content management – Django CMS, Wagtail

#### Data Science & Analytics

- Data analysis – Pandas, NumPy
- Machine learning – Scikit-learn, TensorFlow, PyTorch
- Data visualisation – Matplotlib, Seaborn, Plotly
- Big data – PySpark, Dask

#### Automation & Scripting

- System administration – Automate server tasks
- Web scraping – BeautifulSoup, Scrapy
- Task automation – Schedule, monitor processes
- DevOps tools – Ansible, Fabric

#### Scientific Computing

- Research computing - SciPy ecosystem



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Page 6 of 7.

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### Industry Applications (cont)

- Bioinformatics – BioPython
- Astronomy – AstroPy
- Physics simulations – NumPy, SciPy

### Game Development

- Pygame – 2D game development
- Panda3D – 3D game engine
- Game scripting – Embed Python in games
- Game tools – Level editors, asset pipelines

### Learning Resources

#### Official Documentation

- [python.org](https://python.org) – Official Python documentation
- PEP documents – Python Enhancement Proposals
- Library reference – Standard library documentation
- Language reference – Complete language specification

#### Online Tutorials

- W3Schools
- Python.org tutorial
- Real Python
- Codecademy

#### Practice Platforms

- LeetCode – Coding interview preparation
- HackerRank – Programming challenges
- Codewars – Coding kata and challenges
- Project Euler – Mathematical programming problems



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