

### Variable Types

10	Int
10.0	Float
1 + 2j	Complex
'a' or "a"	String
(1, 2, 3)	Tuple
['a', 'b', 'c']	List
{'azul': 'blue', 'rosa': 'pink'}	Dictionary
{1, 4, 5}	Set
True / False	Boolean
None	NoneType
print()	Fuction

### Math - Operations

a = 2	Assign 2 to a
b = 3	Assign 3 to b
a + b	a plus b (5)
a - b	a minus b (-1)
a * b	a times b (6)
a / b	a divided by b (0.6666666)
a // b	Floor division of a by b (0)
a % b	Remainder of a divided by b (2)
a ** b	a to the power of b (8)

### Math - Functions

import math	Imports the math module
math.ceil(x)	Rounds x up
math.floor(x)	Rounds x down
round(x) <sup>1</sup>	Rounds x up or down
math.sqrt(x)	Square root of the x
math.sin(angle)	Sine of angle
math.cos(angle)	Cosine of angle
math.tan(angle)	Tangent of angle
math.asin(angle)	Arcsine of angle
math.acos(angle)	Arccosine of angle
math.atan(angle)	Arctangent of angle

### Math - Functions (cont)

math.sinh(angle)	Hiperbolic sine of angle
math.cosh(angle)	Hiperbolic cosine of angle
math.degrees(angle)	Convert angle from radians to degrees
math.radians(angle)	Convert angle from degrees to radians
math.exp(x)	e to the power of x
math.log(x)	Natural logarithm of x
math.log(x, 2)	Base 2 logarithm of x
math.factorial(x)	Factorial of x
math.gamma(x)	Gamma function of x
math.e	e constant
math.pi	pi constant

<sup>1</sup> round is not part of the math module

### Basic Functions

print("string")	Prints string to the screen
input("string")	Prints a string and waits takes keyboard input
len(my_tuple)	Returns the number of elements of a sequence
type(variable)	Returns the type of the variable

