

### Naming

The name of variables in Python can consist of lowercase letters (a to z), uppercase letters (A to Z), numbers (0 to 9), or the underscore character (\_). Spaces aren't be allowed in a variable name. Additionally, a variable name must not start with a digit, and it is not recommended to start it with the underscore character except in very specific cases, for example, `if __name__ == "__main__"`. Furthermore, it is essential to avoid using a built-in word in Python as a variable name (for example: `print`, `range`, `for`, `from`, etc.).

### Type of variables

<b>Integer</b>	<code>int()</code>
<b>Float</b>	<code>float()</code>
<b>String</b> " " or ' ' or "" ""	<code>str()</code>
<b>List</b> [..., ...]	<code>list()</code>
<b>Dictionary</b> {key: value, ...}	<code>{key: value} dict[key] = value</code>
<b>Tuple</b> (... , ...)	<code>tuple()</code>
<b>Set</b> {..., ...}	<code>set()</code>

### Boolean True&False

**Frozenset** `frozenset({... , frozen set() ...})`

- To check the type of variable, `type(variable)`
- Floats can be in scientific format, like `3e8 = 3*10^8`.
- To convert float to scientific format, `" %e"% float`. It will return a string
- To use mathematical constant e, it should import module `math.math.e`
- To make a long number visible, using underscores "\_" to separate digits in the version 3.6+, like `380_000`

### Conversion

<b>FLoat &amp; Int</b>	<code>float()</code> <code>int()</code> <code>round()</code>
<b>List to Str</b>	<code>'separator'.join(list)</code>
<b>Str to List</b>	<code>list(string)</code> <code>string.split('separator')</code>

- `int(float)` returns only the integer part of the float and `round(float, num)` is used to round a number to a specified number of decimal places.
- `'sep'.join()` cannot combine lists with full integers. `[str(i) for i in list]` separator by default is space

### Properties & Common Functions

<b>NUM</b>	<code>int()</code> <code>round(value, decimal)</code> <code>abs()</code>
<b>STRING</b>	iterable, indexable, immutable; <code>len()</code> ; <code>str + str</code> , <code>str * positive int</code> ; <code>str.replace(a,b)</code> <code>str.count(a)</code> <code>str.title()</code> <code>str.upper()</code> <code>str.lower()</code> <code>str.strip()</code> <code>str.rstrip()</code> <code>str.lstrip()</code>
<b>LIST</b>	<code>list[start:stop:step]</code> <code>enumerate(list)</code> <code>max()</code> <code>min()</code> <code>sum()</code> <code>list.reverse()</code> <code>reversed(list)</code> <code>list * int</code> , <code>list + list</code> ; <code>[i for i in list for _ in range()]</code> <code>list.append()</code> <code>list.insert(item, pos)</code> <code>list.remove()</code> <code>list.pop()</code> <code>del list[]</code> <code>list.index(item)</code> <code>sorted(list)</code> <code>list.sort()</code>
<b>RANGE</b>	<code>range(start, stop, step)</code> <b>step could be negative; similar to lists, but immutable</b>
<b>DICT</b>	iterable by key, ordered by key or value: <code>sorted(dic)</code> <code>sorted(dic, key=dic.get)</code> <code>dic.items()</code> <code>dic.keys()</code> <code>dic.values()</code> <code>dic[key]</code> or <code>dic.get(key)</code> <code>dic[key]= value</code> <code>del dic[key]</code> <code>dict.pop(key)</code> ; <code>len()</code>
<b>TUPLE</b>	<code>len()</code> , iterable, ordered, indexable, immutable. <b>Avoid containing mutable variables</b>
<b>SET</b>	iterable, mutable, unordered, indexable; <code>set.add()</code> <code>set.remove()</code> <code>set.update()</code> <code>set(list1) &amp; set(list2)</code> <b>same</b> ; <code>set(list1)   set(list2)</code> <b>union</b> ; <code>set(list1) - set(list2)</code>
<b>FROZENSET</b>	<code>f1.union(f2)</code> <code>f1.intersection(f2)</code>

- If strings or lists are multiplied by a negative integer or a float, it will return nothing but a null string/list or an error
- To duplicate a list, `list.copy()` or `list[:]`. It should exactly avoid using `list2 = list1`, this creates a reference to the original list with the same ID `id()`
- `list[1:n]` stop at n-1, even if negative index
- `set()` can use to remove duplicated elements in lists and to take keys of a dictionary
- sets cannot be applied operators like `+` or `*`



### Arithmetic Operators

$x + y$	add	$x - y$	subtract
$x * y$	multiply	$x ** y$	$x^y$
$x / y$	divide	$x // y$	integer division
$x \% y$	modulus		

Assignment shortcuts:  $x \text{ op} = y$ , for example,  $x += y$  is equal to  $x = x + y$

### Comparison Operators

$x == y$	$x != y$
$x < y$	$x > y$
$x <= y$	$x >= y$



By Theo666

[cheatography.com/theo666/](https://cheatography.com/theo666/)

Published 17th September, 2023.

Last updated 25th September, 2023.

Page 2 of 2.

Sponsored by [CrosswordCheats.com](https://CrosswordCheats.com)

Learn to solve cryptic crosswords!

<http://crosswordcheats.com>