

Basics

abs()	absolute value
hash()	hash value
set()	creat a Set object
all()	True if all elements are true
any()	True if any element is true
min()	return minimum
max()	return maximum
divmod(a,b)	return (a//b,a%b)
hex()	hexadecimal
oct()	octal
bin()	binary
dir()	return all attributes of obj
sorted(<i>iter</i>)	return a new sorted list from iter
open(p-ath,mode)	open a file
int()	creat an Int object
str()	return the string form
float()	creat a float obj
list()	creat a List obj
isinstance(obj,class)	check if obj belongs to class
ord(c)	return ASCII of c
chr(n)	return char of ASCII
sum(iter)	return sum of iter
filter(pred,iter)	return list of elements meeting pred
pow(a,b)	return a ^b
callable(obj)	True if obj is callable
type()	return type of obj
zip()	zip('ab','12') -> a1,b2
map(f,xs)	return ys = f(xs)
round()	rounded number

thread

import threading	
t = threading.Thread(target=fun, args = iter, name=thread name)	creat a thread
t.start()	start thread t
t.join()	join thread t, other threads waiting until t finishes
lock = threading.Lock()	create a lock
lock.acquire()	current thread acquires the lock
lock.release()	current thread release lock

str-library

s1+s2	string concatenation
s*5	repeating 5 times of s
[0] or [:]	subscription and slice
in/not in	member test
r/R	no escape: r'\n' = '\n' (no new line)
%	string formatting (%d <=> integer)
s.capitalize()	capitalize the first char in s
s.count(x,beg=0,end=len(s))	count the number of occurrence of x in s
s.endswith(suffix,beg=0,end=len(s))	check if s ends with suffix (within the given area)
s.startswith(prefix,beg=0,end=len(s))	check if s starts with x
s.expandtabs(tabsize=8)	expand the "tab" in s to space
s.find(x,beg=0,end=len(s))	return start index of x in s if x is in s, else -1

str-library (cont)

s.index(x,beg=0,end=len(s))	similar to find, but raises an exception if x is not in s
s.rindex()	
s.rfind()	
s.isalnum()	True if every char(>=1) in s is number or letter
s.isalpha()	True if every char(>=1) in s is letter
s.isdigit()	True if every char(>=1) in s is number
s.isnumeric()	True if all characters in the string are numeric(>=1)
s.isdecimal()	Return True if the string is a decimal string(>=1), False otherwise.
s.isspace()	True if s only contains space
s.join()	Concatenate any number of strings using s as delimiter
s.upper()	all to uppercase
s.isupper()	True if all cased chars are uppercase(>=1)
s.lower()	all to lowercase
s.islower()	True if all cased chars are lowercase(>=1)
s.lstrip()	return a new string leading whitespace removed
s.strip()	Return a copy of the string with leading and trailing whitespace removed



str-library (cont)

<code>s.rstrip()</code>	Return a copy of the string with trailing whitespace removed.
<code>s.split(del,max-split = s.count(del))</code>	Return a list of the words in the string, using del as the delimiter string
<code>s.splitlines(keepends)</code>	Return a list of the lines in the string, breaking at line boundaries. Line breaks are not included in the resulting list unless keepends is given and true.
<code>s.swapcase()</code>	lower <-> upper
<code>s.title()</code>	titilization: all words are capitalized
<code>s.replace(old,new,max)</code>	Return a copy with all occurrences of substring old replaced by new

list

<code>[1,2,3]+[4,5,6]</code>	<code>[1,2,3,4,5,6]</code>
<code>arr = [0]*10</code>	Array arr = new Array[10]
<code>l.append(obj)</code>	append obj at end of l
<code>l.count(obj)</code>	count occurence number of obj in l
<code>l.extend(iter)</code>	Extend list by appending elements from the iterable
<code>l.index(obj,beg=0,end=len(l))</code>	Return first index of value. Raises ValueError if the value is not present

list (cont)

<code>l.remove(obj)</code>	Remove first occurrence of value. Raises ValueError if the value is not present
<code>l.sort(cmp=None,key=None,reverse=False)</code>	

tuple

<code>(1,2)+(3,4)</code>	<code>(1,2,3,4)</code>
<code>(0)*10</code>	<code>(0,0,0,0,0,0,0,0,0)</code>

dict (hashtable)

<code>d = {'age':20}</code>	create a dict
<code>d['age'] = 30</code>	add/update value
<code>d.pop(key)</code>	deleting key and value
<code>d.clear()</code>	create a dict
<code>d.get(key,default=None)</code>	get value by key, or default if key not exists
<code>d.has_key(key)</code>	True if d has key
<code>d.items()</code>	a list of (key,value) of d
<code>d.update(d2)</code>	updating (k,v) of d2 to d1
<code>d.pop(key)</code>	delete and return the value pointed by the key
<code>d.popitem()</code>	delete and return a pair of (k,v) randomly

dict features:

1. fast for searching and inserting, which won't be affected by the number of keys
2. occupy a lot of memory

set

<code>s = set([1,2,3])</code>	create a set
<code>s.add(4)</code>	adding element
<code>s.remove(4)</code>	deleting element
<code>s1 & s2</code>	intersection of sets
<code>s1 s2</code>	union of sets
<code>s.clear()</code>	clear the set
<code>s.pop()</code>	remove one element randomly
<code>s1.symmetric_difference(s2)</code>	

copy

<code>a = li</code>	a: new pointer to li
<code>a = li[:]</code>	first level copy
<code>a = list(li)</code>	first level copy
<code>a = copy.copy(li)</code>	first level copy
<code>a = copy.deepcopy(li)</code>	recursive copy
<code>import copy</code>	
<code>li = [1,2,3,[4,5]]</code>	

list generation expression

```
[a+b for a in list1 for b in list2]
```

@property

```
class Student(object):
    @property
    def score(self): return 100
    @score.setter
    def score(self,value): pass
```

the three names (score) should be consistent

regular expression

<code>import re</code>	
<code>re.match(pattern,string,flags)</code>	Try to apply the pattern at the start of the string, returning a Match object, or None if no match was found.
<code>re.search(pattern,string,flag)</code>	Scan through string looking for a match to the pattern, returning a Match object, or None if no match was found.
<code>matchObject.span()</code>	return (a,b) where a is the start index and b is the end index of the matching
<code>re.compile(pattern,flags)</code>	Compile a regular expression pattern, returning a Pattern object, which can be used in re.match/re.search



parameters

func(*args) accepting any parameters
 func(**kw) accepting only key word parameters

closure

```
def
create_myFunc_at_runtime(*runtime_para):
    def myFunc(x):
        (return x + runtime_para)
        pass
    return myFunc
```

Build A Class: Test

`__slots__ =` this class have only 2 attributes
 ('name','age') now: name & age

`__eq__(self,obj)` override "==" operator

`__ne__(self,obj)` !=

`__le__(self,o)` <=

`__ge__(self,o)` >=

`__lt__(self,o)` <

`__gt__(self,o)` >

`__str__(self)` override str()

`__repr__(self)` repr()

`__len__(self)` len()

`__getitem__(-self,n)` subscriptable and slice-able

`__setitem__(self,-key,value)` supporting item assignment

`__call__(self)` -> callable

inheritance

```
overriding __init__:
super(child class,self).__init__(*para)
```

datetime

```
from datetime import datetime

dt = datetime(2015-2015-04-19
5,4,19,12,20)    12:20:00

datetime.now()    current date
and time

datetime.strptime('2015-6-1 18:19:59','%Y-%m-%d %H:%M:%S')    str ->
datetime

dt.strftime('%a,%b %d %H %M')    datetime ->
str

from datetime import    datetime
timedelta    addition and
subtraction

now + timedelta(hours = 10)

now + timedelta(days=1)
```

JSON

```
import json

js=json.dump-    convert from python obj
s(py)    to json

py = json.l-    convert from json to
oads(js)    python obj
```

