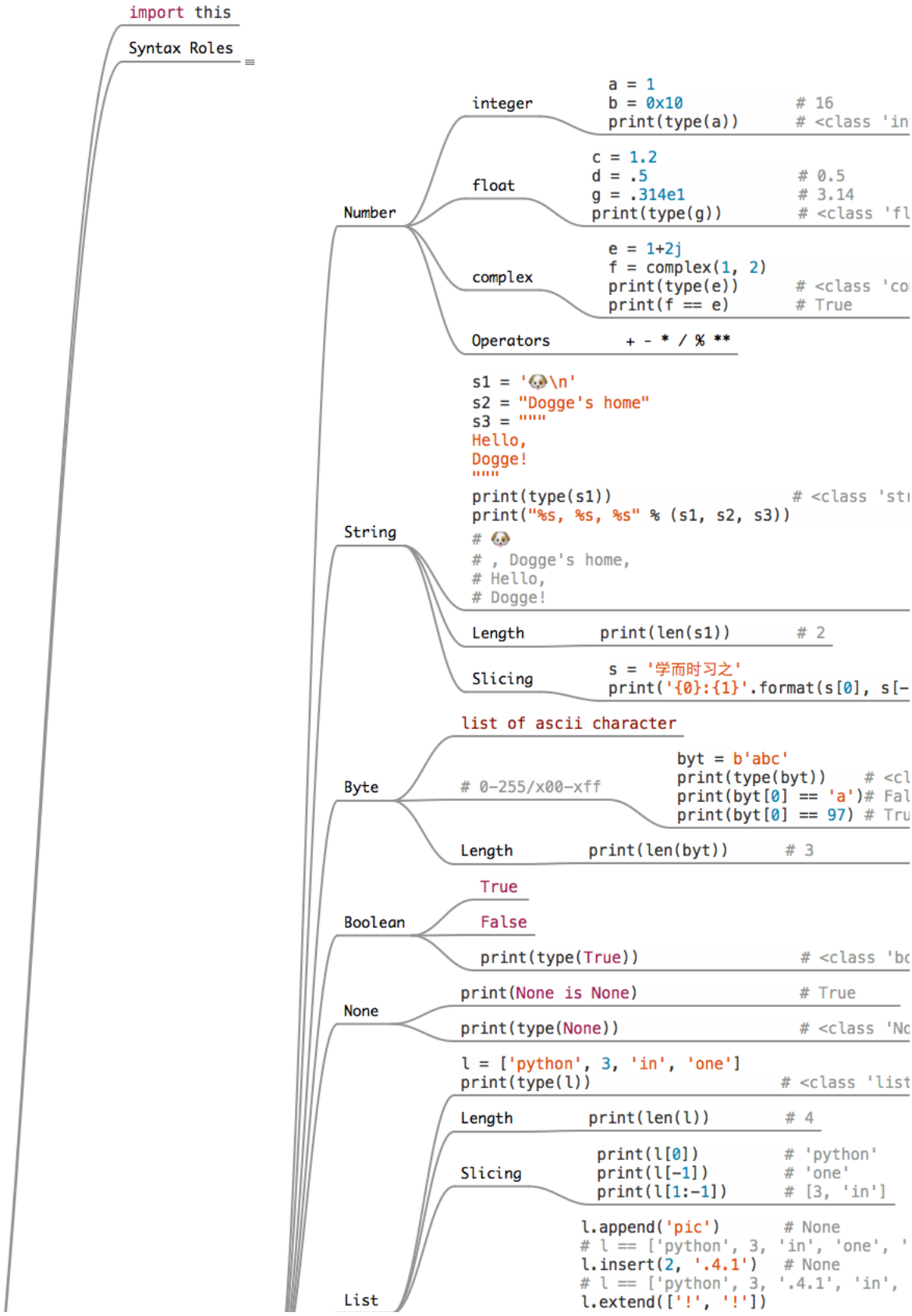
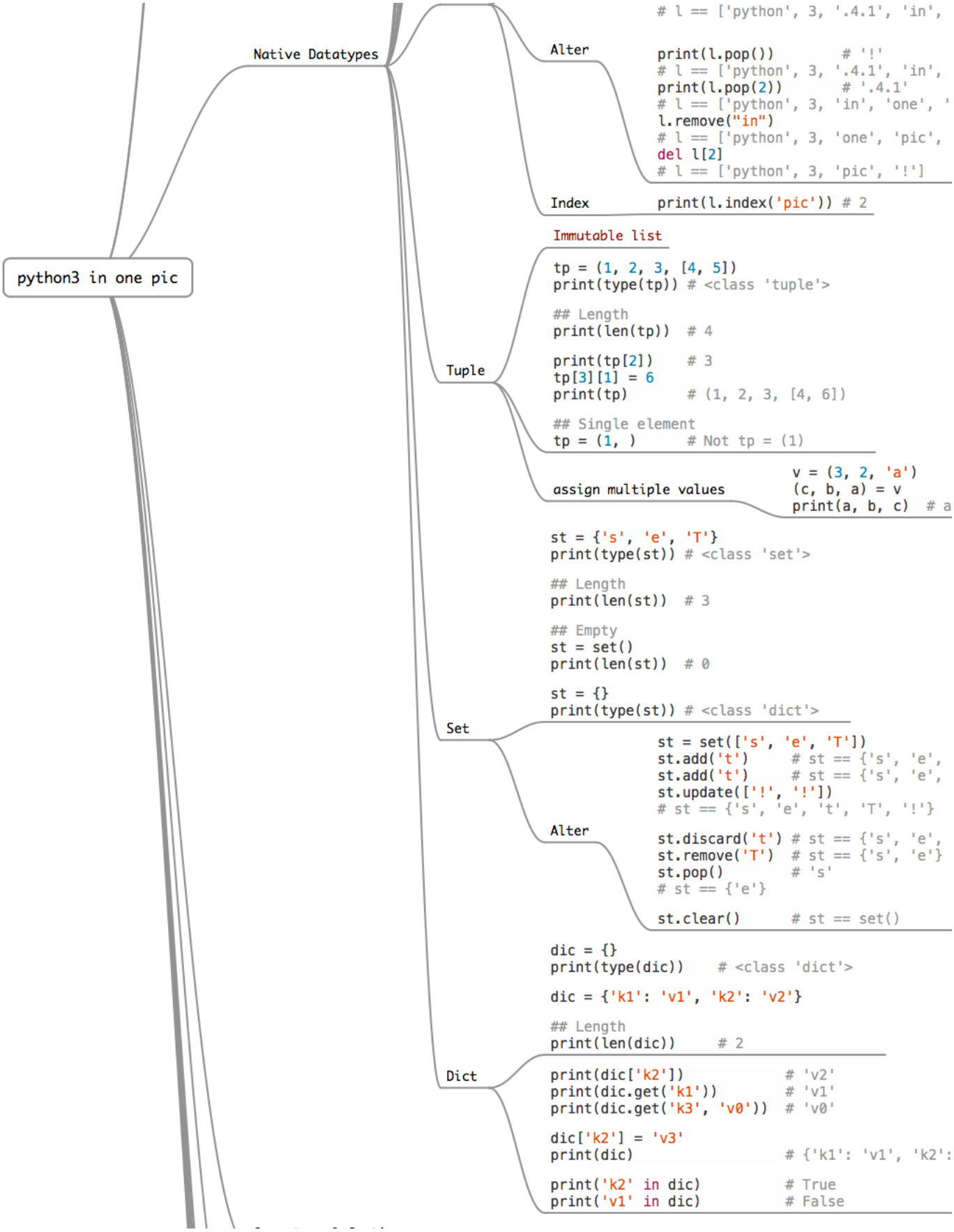
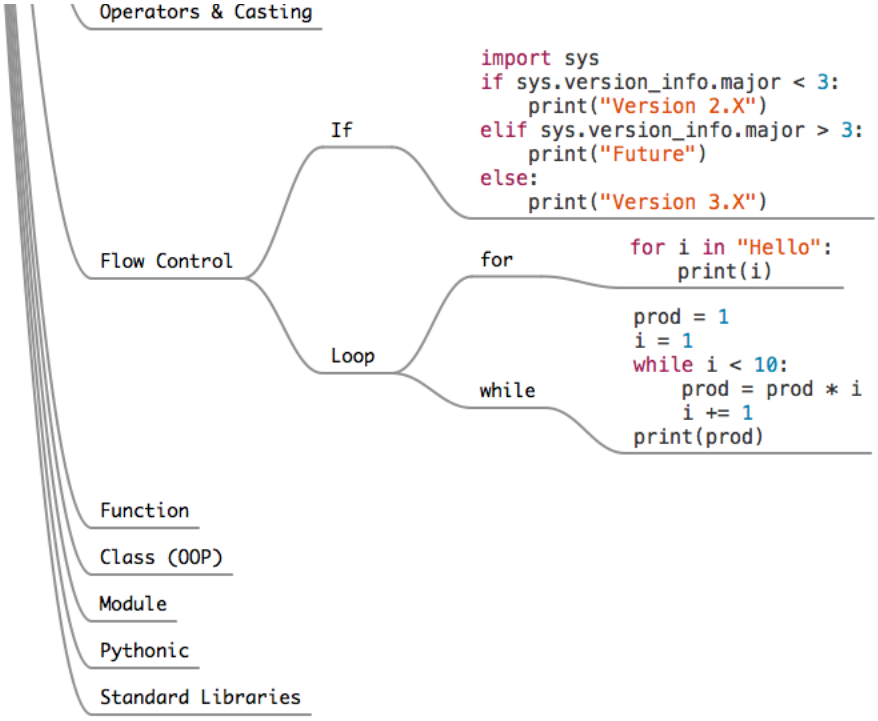

import this
Syntax Roles
Number
integer
a = 1
b = 0x10 # 16
print(type(a)) # <class 'in
float
c = 1.2
d = .5 # 0.5
g = .314e1 # 3.14
print(type(g)) # <class 'fl
complex
e = 1+2j
f = complex(1, 2)
print(type(e)) # <class 'co
print(f == e) # True
Operators + - * / % **
String
s1 = '🐶\n'
s2 = "Dogge's home"
s3 = """
Hello,
Dogge!
"""
print(type(s1)) # <class 'str
print("%s, %s, %s" % (s1, s2, s3))
# 🐶
# , Dogge's home,
# Hello,
# Dogge!
Length print(len(s1)) # 2
Slicing
s = '学而时习之'
print('{0}:{1}'.format(s[0], s[-
Byte
list of ascii character
# 0-255/x00-xff
byt = b'abc'
print(type(byt)) # <cl
print(byt[0] == 'a')# Fal
print(byt[0] == 97) # Tru
Length print(len(byt)) # 3
Boolean
True
False
print(type(True)) # <class 'bo
None
print(None is None) # True
print(type(None)) # <class 'No
List
l = ['python', 3, 'in', 'one']
print(type(l)) # <class 'list
Length print(len(l)) # 4
Slicing
print(l[0]) # 'python'
print(l[-1]) # 'one'
print(l[1:-1]) # [3, 'in']
l.append('pic') # None
l == ['python', 3, 'in', 'one', '
l.insert(2, '.4.1') # None
# l == ['python', 3, '.4.1', 'in',
l.extend(['!', '!'])


python3 in one pic
Native Datatypes
Tuple
Immutable list
tp = (1, 2, 3, [4, 5])
print(type(tp)) # <class 'tuple'>
Length
print(len(tp)) # 4
print(tp[2]) # 3
tp[3][1] = 6
print(tp) # (1, 2, 3, [4, 6])
Single element
tp = (1,) # Not tp = (1)
assign multiple values
v = (3, 2, 'a')
(c, b, a) = v
print(a, b, c) # a
Set
st = {'s', 'e', 'T'}
print(type(st)) # <class 'set'>
Length
print(len(st)) # 3
Empty
st = set()
print(len(st)) # 0
st = {}
print(type(st)) # <class 'dict'>
st = set(['s', 'e', 'T'])
st.add('t') # st == {'s', 'e',
st.add('t') # st == {'s', 'e',
st.update(['!', '!'])
# st == {'s', 'e', 't', 'T', '!'}
Alter
st.discard('t') # st == {'s', 'e',
st.remove('T') # st == {'s', 'e'}
st.pop() # 's'
# st == {'e'}
st.clear() # st == set()
Dict
dic = {}
print(type(dic)) # <class 'dict'>
dic = {'k1': 'v1', 'k2': 'v2'}
Length
print(len(dic)) # 2
print(dic['k2']) # 'v2'
print(dic.get('k1')) # 'v1'
print(dic.get('k3', 'v0')) # 'v0'
dic['k2'] = 'v3'
print(dic) # {'k1': 'v1', 'k2':
print('k2' in dic) # True
print('v1' in dic) # False
Alter
l == ['python', 3, '.4.1', 'in',
print(l.pop()) # '!'
l == ['python', 3, '.4.1', 'in',
print(l.pop(2)) # '.4.1'
# l == ['python', 3, 'in', 'one', '
l.remove("in")
# l == ['python', 3, 'one', 'pic',
del l[2]
l == ['python', 3, 'pic', '!']
Index
print(l.index('pic')) # 2


Operators & Casting
Flow Control
If
import sys
if sys.version_info.major < 3:
print("Version 2.X")
elif sys.version_info.major > 3:
print("Future")
else:
print("Version 3.X")
Loop
for
for i in "Hello":
print(i)
while
prod = 1
i = 1
while i < 10:
prod = prod * i
i += 1
print(prod)
Function
Class (OOP)
Module
Pythonic
Standard Libraries