

Python 3 Cheat Sheet

Base Types		Container Types	
integer, float, boolean, string, bytes		list [1, 5, 9] ["x", 11, 8.9]	["mot"] []
int 783 0 -192 0b010 0o642 0xF3 zero binary octal hexa	tuple (1, 5, 9) (11, "y", 7.4)	("mot",) ()	Non modifiable values (immutables) expression with only commas → tuple
float 9.23 0.0 -1.7e-6 bool True False	str bytes ("One\nTwo") ("x\tY\tz")	str bytes (ordered sequences of chars / bytes)	escaped new line escaped tab hexadecimal octal ↳ immutables
str "One\nTwo" escaped new line 'I\'m' escaped '	1\t2\t3""	key containers, no a priori order, fast key access, each key is unique	
bytes b"toto\xfe\775"		dictionary dict {"key": "value"} dict(a=3, b=4, k="v")	{}
		collection set {"key1", "key2"} {1, 9, 3, 0}	set ()
		↳ keys=hashable values (base types, immutables...)	frozenset immutable set
			empty

Identifiers		Conversions	
for variables, functions, modules, classes... names	a-zA-Z_ followed by a-zA-Z_0-9	type (expression)	
▫ diacritics allowed but should be avoided	▫ language keywords forbidden	can specify integer number base in 2 nd parameter	
▫ lower/UPPER case discrimination	▫ a toto x7 y_max BigOne ▫ 8y and for	truncate decimal part	
= Variables assignment	▫ assignment ⇔ binding of a name with a value	float("-11.24e8") → -1124000000.0	rounding to 1 decimal (0 decimal → integer number)
1) evaluation of right side expression value	1) evaluation of right side expression value	int("15") → 15	int(15.56) → 15
2) assignment in order with left side names	2) assignment in order with left side names	int("3f", 16) → 63	float("15.56", 1) → 15.6
x=1.2+8+sin(y)	x=b=c=0 assignment to same value	bool(x) False for null x, empty container x, None or False x; True for other x	str(x) → ... representation string of x for display (cf. formatting on the back)
y, z, r=9.2, -7.6, 0 multiple assignments	a,b=b,a values swap	chr(64) → '@' ord('@') → 64	code ↔ char
a,*b=seq	a,*b=seq unpacking of sequence in item and list	repr(x) → ... literal representation string of x	
x+=3 increment ⇔ x=x+3	and	bytes([72, 9, 64]) → b'H\t@'	
x-=2 decrement ⇔ x=x-2	*	list("abc") → ['a', 'b', 'c']	
x=None « undefined » constant value	/=	dict([(3, "three"), (1, "one")]) → {1: 'one', 3: 'three'}	
del x remove name x	%=	set(["one", "two"]) → {'one', 'two'}	
	...	separator str and sequence of str → assembled str ':'.join(['toto', '12', 'pswd']) → 'toto:12:pswd'	
		str splitted on whitespaces → list of str "words with spaces".split() → ['words', 'with', 'spaces']	
		str splitted on separator str → list of str "1,4,8,2".split(",") → ['1', '4', '8', '2']	
		sequence of one type → list of another type (via list comprehension) [int(x) for x in ('1', '29', '-3')] → [1, 29, -3]	

for lists, tuples, strings, bytes...		Sequence Containers Indexing	
negative index	-5 -4 -3 -2 -1	Items count	Individual access to items via lst [index]
positive index	0 1 2 3 4	len(lst) → 5	lst[0] → 10 ⇒ first one lst[1] → 20
lst=[10, 20, 30, 40, 50]	50	↳ index from 0 (here from 0 to 4)	lst[-1] → 50 ⇒ last one lst[-2] → 40
positive slice	0 1 2 3 4 5		On mutable sequences (list), remove with del lst[3] and modify with assignment lst[4]=25
negative slice	-5 -4 -3 -2 -1		
Access to sub-sequences via lst [start slice : end slice : step]	10, 20, 30, 40, 50		lst[1:-1] → [10, 20, 30, 40] lst[:::-1] → [50, 40, 30, 20, 10] lst[1:3] → [20, 30] lst[:3] → [10, 20, 30]
lst[:-1] → [10, 20, 30, 40] lst[1:-1] → [20, 30, 40] lst[1:-1] → [20, 30, 40]	10, 20, 30, 40, 50		lst[::2] → [10, 30, 50] lst[::] → [10, 20, 30, 40, 50] shallow copy of sequence
lst[1:-1] → [10, 20, 30, 40]	10, 20, 30, 40, 50		lst[1:-1] → [20, 30] lst[-3:-1] → [30, 40] lst[3:] → [40, 50]
lst[1:-1] → [20, 30, 40]	10, 20, 30, 40, 50		lst[1:-1] → [20, 30]
lst[1:-1] → [20, 30, 40]	10, 20, 30, 40, 50		lst[1:-1] → [20, 30]
lst[1:-1] → [20, 30, 40]	10, 20, 30, 40, 50		lst[1:-1] → [20, 30]
Missing slice indication → from start / up to end.			
On mutable sequences (list), remove with del lst[3:5] and modify with assignment lst[1:4]=[15, 25]			

Boolean Logic		Statements Blocks	
Comparisons : < > <= >= == != (boolean results) ≤ ≥ = ≠		parent statement: statement block 1... ⋮	module truc⇒file truc.py from monmod import nom1, nom2 as fct → direct access to names, renaming with as
a and b logical and both simultaneously		parent statement: statement block2... ⋮	import monmod → access via monmod.nom1... ↳ modules and packages searched in python path (cf. sys.path)
a or b logical or one or other or both		next statement after block 1	statement block executed only if a condition is true
pitfall : and and or return value of a or of b (under shortcut evaluation). ⇒ ensure that a and b are booleans.		↳ configure editor to insert 4 spaces in place of an indentation tab.	if logical condition: → statements block
not a logical not			Can go with several elif, elif... and only one final else. Only the block of first true condition is executed.
True False	True and False constants		↳ with a var x: if bool(x)==True: ⇔ if x: if bool(x)==False: ⇔ if not x:

Maths		Exceptions on Errors	
floating numbers... approximated values	angles in radians	Signaling an error: raise ExcClass(...)	
Operators: + * / // % **	from math import sin, pi... sin(pi/4) → 0.707... cos(2*pi/3) → -0.4999... sqrt(81) → 9.0 log(e**2) → 2.0 ceil(12.5) → 13 floor(12.5) → 12 modules math, statistics, random, decimal, fractions, numpy, etc. (cf. doc)	Errors processing: try: → normal processing block	normal raise X() processing
Priority (...) × ÷ ↑ a ^b		except Exception as e: → error processing block	error processing
integer ÷ remainder			finally block for final processing in all cases.
→ matrix × python3.5+numpy			
(1+5.3)*2→12.6 abs(-3.2)→3.2 round(3.57,1)→3.6 pow(4, 3)→64.0 ↳ usual order of operations			

Conditional Loop Statement

statements block executed as long as condition is true

while logical condition:

statements block

Loop Control

yes? no?

break immediate exit
continue next iteration
else block for normal loop exit.

Algo: $i=100$
 $S = \sum_{i=1}^{100} i^2$

Iterative Loop Statement

statements block executed for each item of a container or iterator

for var in sequence:

statements block

Diagram: next → finish

Go over sequence's values

s = "Some text" initializations before the loop
cnt = 0
for c in s:
if c == "e":
cnt = cnt + 1
print("found", cnt, "'e'")

Algo: count number of e in the string.

loop on dict/set ⇔ loop on keys sequences
use slices to loop on a subset of a sequence

Go over sequence's index

modify item at index
access items around index (before / after)

lst = [11, 18, 9, 12, 23, 4, 17]
lost = []
for idx in range(len(lst)):
val = lst[idx]
if val > 15:
lost.append(val)
lst[idx] = 15
print("modif:", lst, "-lost:", lost)

Algo: limit values greater than 15, memorizing of lost values.

Go simultaneously over sequence's index and values:

for idx, val in enumerate(lst):

range ([start,] end [,step])

Integer Sequences

start default 0, **end** not included in sequence, **step** signed, default 1

range (5) → 0 1 2 3 4 **range (2, 12, 3) → 2 5 8 11**
range (3, 8) → 3 4 5 6 7 **range (20, 5, -5) → 20 15 10**
range (len (seq)) → sequence of index of values in seq
range provides an immutable sequence of int constructed as needed

Function Definition

function name (identifier)
named parameters

def fact(x, y, z):
 """documentation"""
 # statements block, res computation, etc.
 return res ← result value of the call, if no computed result to return: **return None**

parameters and all variables of this block exist only in the block and during the function call (think of a "black box")

Advanced: def fact(x, y, z, *args, a=3, b=5, **kwargs):
*args variable positional arguments (→tuple), default values,
**kwargs variable named arguments (→dict)

Function Call

r = fact(3, i+2, 2*i)
storage/use of one argument per returned value parameter

Advanced:
*sequence
**dict

Operations on Lists

modify original list

lst.append(val) add item at end
lst.extend(seq) add sequence of items at end
lst.insert(idx, val) insert item at index
lst.remove(val) remove first item with value val
lst.pop([idx]) → value remove & return item at index idx (default last)
lst.sort() lst.reverse() sort / reverse liste in place

Operations on Dictionaries

d[key]=value **d.clear()**
d[key] → value **del d[key]**
d.update(d2) update/add associations
d.keys() iterable views on keys/values/associations
d.values() keys/values/associations
d.items()
d.pop(key[,default]) → value
d.popitem() → (key, value)
d.get(key[,default]) → value
d.setdefault(key[,default]) → value

Operations on Sets

Operators:
| → union (vertical bar char)
& → intersection
- ^ → difference/symmetric diff.
< <= > >= → inclusion relations
Operators also exist as methods.

s.update(s2) s.copy()
s.add(key) s.remove(key)
s.discard(key) s.clear()
s.pop()

Files

storing data on disk, and reading it back

f = open("file.txt", "w", encoding="utf8")

file variable name of file
for operations on disk
(+path...) opening mode
cf. modules os, os.path and pathlib encoding of chars for text
 □ 'r' read
 □ 'w' write
 □ 'a' append
 files: utf8 ascii latin1 ...

writing
f.write("coucou")
f.writelines(list of lines)

reading
f.read([n]) → next chars
if n not specified, read up to end!
f.readlines([n]) → list of next lines
f.readline() → next line

text mode t by default (read/write str), possible binary mode b (read/write bytes). Convert from/to required type!

f.close() dont forget to close the file after use!

f.flush() write cache
reading/writing progress sequentially in the file, modifiable with:
f.tell() → position

f.truncate([size]) resize
f.seek(position[,origin])

Very common: opening with a guarded block (automatic closing) and reading loop on lines of a text file:

with open(...) as f:
for line in f :
processing of line

Formatting

formatting directives values to format

"modele{} {} {}".format(x, y, r) → str
"{selection:formatting!conversion}"

Selection :
2
nom
0.nom
4[key]
0[2]

Formatting :
fill char alignment sign mini width precision-maxwidth type
<> ^= + - space 0 at start for filling with 0
integer: b binary, c char, d decimal (default), o octal, x or X hexa...
float: e or E exponential, f or F fixed point, g or G appropriate (default), string: s ...
Conversion : s (readable text) or r (literal representation)

good habit : don't modify loop variable