



PYTHON CHEAT SHEET

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Hello World!

print Hello World!

```
print("Hello World!")
```

print with a variable

```
x= "Hello World!"  
print(x)
```

Output:

```
Hello World!
```

Python Comments

```
print("Hello!")           #This is print function  
a= 5*5                   #This is a calculation  
print(a)                 #This is print function
```

using
#

Outout:

```
Hello!  
25
```

using
"""

```
"""  
This is only a comment!  
"""  
print("Hello!")
```

Output:

```
Hello!
```

Python Variables

local scope

contains inside of a function

example: x, y

```
def newfunc():  
    x = 5  
    y = 10  
    print(x+y)  
  
newfunc()
```

global scope

contains all python code

example: z

```
z = 50  
def myfunc():  
    x = 300
```

User Input

user input

```
user = input("What is Your Username:")  
pwd = input("What is Your Password:")  
print("Username is: " + user)  
print("Password is: " + pwd)
```

Output:

```
Username is: IPCisco  
Password is: xyz
```

	<pre>myFunc() print(x+z)</pre>
printing variables	<pre>a = 5 b = "John" abc = {1,2,3,4,5} mylist = ["x","yy","zzz"] print(a) print(b) print(abc) print(mylist)</pre> Output: <pre>5 John {1, 2, 3, 4, 5} ['x', 'yy', 'zzz']</pre>
variable class	<pre>a = 5 b = "Cisco" abc = {1,2,3,4,5} mylist = ["router","switch","firewall"] print(type(a)) print(type(b)) print(type(abc)) print(type(mylist))</pre> Output: <pre><class 'int'> <class 'str'> <class 'set'> <class 'list'></pre>

Python Lists

number list	<pre>numbers = [1,10,8,3,15]</pre>
string list	<pre>cars = ["Porsche", "Aston Martin", "Ferrari"]</pre>
list length	<pre>cars = ["Porsche", "Aston Martin", "Ferrari"] length = len(cars) print(length)</pre> Output: <pre>3</pre>

user input and calculation	<pre>number = input("Please Enter A Number:") number=int(number) Square = number * number print("The square of number:{}".format(Square))</pre> Output: <pre>Please Enter A Number: 5 The square of number:25</pre>
----------------------------	---

Python Strings

python string	<pre>"Hello"</pre>
string length	<pre>message = "hello,how are you?" print(len(message))</pre> Output: <pre>18</pre>
using format	<pre>number1 = 2 number2 = 1 message = "I have {} cats and {} dog." print(message.format(number1, number2))</pre> Output: <pre>I have 2 cats and 1 dog.</pre>
string split	<pre>message = 'life is good' print(message.split())</pre> Output: <pre>['life', 'is', 'good']</pre>
string replace	<pre>msg = "I have two dogs, two cats." newmsg = msg.replace("three", "two") print(newmsg)</pre> Output: <pre>I have two dogs, two cats.</pre>

	<pre>3</pre>		<pre>I have three dogs, three cats.</pre>
adding item	<pre>elves = ["Legolas", "Elrond"] elves.append("Arwen") print(elves)</pre> Output: <pre>["Legolas", "Elrond", "Arwen"]</pre>	string contains	<pre>msg = "Istanbul is in Turkey." print(msg.find("Turkey"))</pre> Output: <pre>15</pre>
removing item	<pre>list = [6, 15, 24, 36, 55] list.remove(24) print(list)</pre> Output: <pre>[6, 15, 36, 55]</pre>	string find	<pre>msg = "I like cats." print(msg.find("cats"))</pre> Output: <pre>7</pre>
sorting list	<pre>list = [85, 9, 3, 15, 75, 23] list.sort() print(list)</pre> Output: <pre>[3, 9, 15, 23, 75, 85]</pre>	string slice	<pre>x = "Hello World!" print(x[2])</pre> Output: <pre>l</pre>
reverse sort	<pre>list = [85, 9, 3, 15, 75, 23] list.sort(reverse=True) print(list)</pre> Output: <pre>[85, 75, 23, 15, 9, 3]</pre>	string slice	<pre>x = "Hello World!" print(x[3:5])</pre> Output: <pre>lo</pre>
pop item	<pre>numbers = [14, 26, 45, 76, 95] numbers.pop(3) print(numbers)</pre> Output: <pre>[14, 26, 45, 95]</pre>	concatenation	<pre>print ("Hello" + "Python" + "World")</pre> Output: <pre>HelloPythonWorld</pre>
reverse list	<pre>numbers = [1, 2, 3, 4, 5] numbers.reverse() print(numbers)</pre>	capitalize	<pre>msg = "welcome to python course!" x = msg.capitalize() print (x)</pre> Output: <pre>Welcome to python course!</pre>

	Output: <pre>[5, 4, 3, 2, 1]</pre>
comprehension	<pre>list1 = ["152", "4", "98", "169", "16"] list2 = [x for x in list1 if "9" in x] print(list2)</pre> Output: <pre>['98', '169']</pre>
finding Index	<pre>numbers = [5,9,45,7,126,4] x = numbers.index(45) print(x)</pre> Output: <pre>2</pre>

Python Tuples

number tuple	<pre>tuple1 = (1, 2, 3)</pre>
string tuple	<pre>tuple2 = ("John", "Elena", "Albert")</pre>
finding tuple member	<pre>tuple1 = ("John", "Elena", "Albert") print(tuple1[1])</pre> Output: <pre>Elena</pre>
printing tuple isle	<pre>tuple1 = (1, 2, 3, 4, 5, 6) print(tuple1[2:4])</pre> Output: <pre>(3, 4)</pre>

title	<pre>msg = "welcome to python course!" x = msg.title() print (x)</pre> Output: <pre>Welcome To Python Course!</pre>
lower	<pre>msg = "weLcoMe to PytHon CouRse!" x = msg.lower() print (x)</pre> Output: <pre>welcome to python course!</pre>
upper	<pre>msg = "weLcoMe to PytHon CouRse!" x = msg.upper() print (x)</pre> Output: <pre>WELCOME TO PYTHON COURSE!</pre>
count	<pre>msg = "I like cats. Because cats are cute." x = msg.count("cats") print(x)</pre> Output: <pre>2</pre>
join	<pre>characters = ["Aragorn", "Arwen", "Legolas"] print (".".join(characters))</pre> Output: <pre>Aragorn-Arwen-Legolas</pre>
partition	<pre>msg = "welcome to python course" x = msg.partition("to") print(x)</pre> Output:

Counting members	<pre>numbers = (10,15,24,10,29,34,45,10) x = numbers.count(10) print(x)</pre> Output: <pre>3</pre>
Tuple length	<pre>numbers = (10,15,24,10,29,34,45,10) x = len(numbers) print(x)</pre> Output: <pre>8</pre>
Couting an item	<pre>numbers = (10,5,14,25,38,10,62,47,10) x = numbers.count(10) print(x)</pre> Output: <pre>3</pre>
for loop with tuple	<pre>cars = ("bmw", "audi", "volvo", "mercedes") for x in cars: print(x)</pre> Output: <pre>bmw audi volvo mercedes</pre>

Python Sets

string set	<pre>dwarves = {"Thorin", "Balin", "Dwalin"}</pre>
number set	<pre>numbers={23,5,2,14,32,18,45}</pre>
mixed set	

	<pre>('welcome ', 'to', ' python course')</pre>
endswith	<pre>msg = "weLcoMe to PythOn CouRse!" x = msg.endswith("!")</pre> Output: <pre>True</pre>

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Python Dictionaries

python dictionary	<pre>character ={ "race": "wizard", "name": "Gandalf", "color": ["grey", "white"] }</pre>
dictionary length	<pre>character ={ "race": "wizard", "name": "Gandalf", "color": ["grey", "white"] } print(len(character))</pre> Output: <pre>3</pre>
access item	<pre>character ={ "race": "wizard", "name": "Gandalf", "color": "grey", } print(character["name"])</pre> Output: <pre>Gandalf</pre>
access item (with get)	<pre>device ={ "vendor": "Cisco", "model": "9000", "RU": 44 } print(device.get("model"))</pre>

	<pre>items={True, 5, 2.7, "Gimli", False, 34}</pre>		Output: <pre>9000</pre>
union set	<pre>dwarves1 = {"Thorin", "Balin", "Dwalin"} dwarves2 = {"Gimli", "Bofur", "Thorin"} print(dwarves1 dwarves2)</pre> Output: <pre>{'Balin', 'Dwalin', 'Bofur', 'Thorin', 'Gimli'}</pre>	adding items	<pre>device = { "brand": "Cisco", "model": "9000", "RU": 44 } device["software"] = "Cisco IOS XE" print(device)</pre> Output: <pre>{'brand': 'Cisco', 'model': '9000', 'RU': 44, 'software': 'Cisco IOS XE'}</pre>
adding item	<pre>dwarves = {"Thorin", "Balin", "Dwalin"} dwarves.add("Gimli") print(dwarves)</pre> Output: <pre>{'Balin', 'Gimli', 'Thorin', 'Dwalin'}</pre>	changing value	<pre>device = { "brand": "Cisco", "model": "9000", "RU": 44 } device["RU"] = 30 print(device)</pre> Output: <pre>{'brand': 'Cisco', 'model': '9000', 'RU': 30}</pre>
removing item	<pre>dwarves = {"Thorin", "Balin", "Dwalin"} dwarves.remove("Thorin") print(dwarves)</pre> Output: <pre>{'Balin', 'Dwalin'}</pre>	changing value (with update)	<pre>device = { "brand": "Cisco", "model": "9000", "RU": 44 } device.update({"RU": 30}) print(device)</pre> Output: <pre>{'brand': 'Cisco', 'model': '9000', 'RU': 30}</pre>
clear set	<pre>dwarves = {"Thorin", "Balin", "Dwalin"} dwarves.clear() print(dwarves)</pre> Output: <pre>set()</pre>	removing an item	<pre>device = { "vendor": "Cisco", "model": "9000", "RU": 44 } device.pop("model") print(device)</pre> Output: <pre>{'vendor': 'Cisco', 'RU': 44}</pre>
finding difference	<pre>dwarves1 = {"Thorin", "Balin", "Dwalin"} dwarves2 = {"Gimli", "Balin", "Thorin"} dwarves3 = dwarves1.difference(dwarves2) print(dwarves3)</pre> Output: <pre>{'Dwalin'}</pre>		

if statement	<pre>if (condition): body</pre>	removing last item	<pre>device = { "vendor": "Nokia", "model": "7950 XRS", "RU": 39 } device.popitem() print(device)</pre> Output: <pre>{'vendor': 'Nokia', 'model': '7950 XRS'}</pre>
If, else statement	<pre>if (condition): body else: body</pre>		
if, elif, else statement	<pre>if (condition) body elif (condition): body else: body</pre>	concatenation	<pre>print ("Hello" + "Python" + "World")</pre> Output: <pre>HelloPythonWorld</pre>
finding even/odd	<pre>x = 5 if (x % 2 == 0): print("x is an even number") else: print("x is an odd number")</pre> Output: <pre>x is an odd number</pre>	capitalize	<pre>msg = "welcome to python course!" x = msg.capitalize() print (x)</pre> Output: <pre>Welcome to python course!</pre>
continue statement	<pre>numbers=(5,12,25,33,48,50,61) for x in numbers: if x % 5 ==0: print("{} divided by five.".format(x)) else: continue</pre> Output: <pre>5 divided by five. 25 divided by five. 50 divided by five.</pre>	title	<pre>msg = "welcome to python course!" x = msg.title() print (x)</pre> Output: <pre>Welcome To Python Course!</pre>
nested if	<pre>numbers=(30,44,54,63,78,96) for x in numbers: if x % 3 == 0: if x % 9 == 0: print ("{} divided 3&9".format(x))</pre> Output: <pre>54 divided 3&9 63 divided 3&9</pre>	lower	<pre>msg = "weLcoMe to PytHon CouRse!" x = msg.lower() print (x)</pre> Output: <pre>welcome to python course!</pre>
		upper	<pre>msg = "weLcoMe to PytHon CouRse!" x = msg.upper() print (x)</pre> Output:

if, elif,else	<pre>x = 10 if x > 10: print("greater") elif x < 10: print("smaller") else: print("equal")</pre> Output: <pre>equal</pre>
if, elif,else with list	<pre>list1=[30, 21, 11, 16, 82, 47, 28, 79] for x in list1: if x < 21: print("{} is smaller than 21.".format(x)) elif x > 21: print("{} is greater than 21.".format(x)) else : print("{} is equal to 21.".format(x))</pre> Output: <pre>30 is greater than 21. 21 is equal to 21. 11 is smaller than 21. 16 is smaller than 21. 82 is greater than 21. 47 is greater than 21. 28 is greater than 21. 79 is greater than 21.</pre>

	<pre>WELCOME TO PYTHON COURSE!</pre>
count	<pre>msg = "I like cats. Because cats are cute." x = msg.count("cats") print(x)</pre> Output: <pre>2</pre>
join	<pre>characters = ["Aragorn", "Arwen", "Legolas"] print (".".join(characters))</pre> Output: <pre>Aragorn.Arwen.Legolas</pre>
partition	<pre>msg = "welcome to python course" x = msg.partition("to") print(x)</pre> Output: <pre>('welcome ', 'to', ' python course')</pre>
endswith	<pre>msg = "weLcoMe to PytHon CouRse!" x = msg.endswith("!")</pre> Output: <pre>True</pre>

Python While Loop

python while loop	<pre>while statement: body</pre>
printing numbers	<pre>x = 0 while x < 5: print(x) x += 1</pre> Output: <pre>0 1 2 3 4</pre>
break statement	<pre>x = 0</pre>

Python For Loops

python for loop	<pre>for value in sequence body (any action)</pre>
for loop with lists	<pre>numbers = [1, 2, 3] for x in numbers: print(x*x)</pre> Output:




```
while x < 10:
    x += 1
    if x == 5:
        break
    print(x)
```

Output:

```
1
2
3
4
```

```
x = 0
while x < 10:
    x += 1
    if x == 3:
        continue
    if x == 5:
        continue
    print(x)
```

Output:

```
1
2
4
6
7
8
9
10
```

continue statement

```
1
4
9
```

```
for x in "Kate":
    print(x)
```

Output:

```
K
a
t
e
```

for loop with strings

```
numbers = [1, 2, 3, 4, 5, 6, 7, 8]
even = []
odd = []
for x in numbers:
    if (x % 2 == 0):
        even.append(x)
    else:
        odd.append(x)
print("Even numbers:", even)
print("Odd numbers:", odd)
```

for loop with if/else

Output:

```
Even numbers: [2, 4, 6, 8]
Odd numbers: [1, 3, 5, 7]
```

Python File Operations

open function modes

"r" To **read** the file.
 "a" To **append** to the end of the file.
 "w" To **write** to the file.
 "x" To **create** the file.

content of filexyz.txt

Weak people revenge.
 Strong people forgive.
 Intelligent people ignore.

file read and print

```
x = open("filexyz.txt", "r")
print(x.read())
```

Output:

```
Weak people revenge.
Strong people forgive.
Intelligent people ignore.
```

break statement

```
numbers = [1, 2, 3, 4, 5, 6, 7, 8]
for x in numbers:
    if (x == 5):
        break
    print(x*x)
```

Output:

```
1
4
9
16
```

continue statement

```
numbers = [1, 4, 5, 6, 7]
for x in numbers:
    if (x == 5):
        continue
    if (x == 7):
        continue
    print(x*x)
```

Output:

```
1
16
```

file write	<pre>x = open("fileabc.txt", "w") x.write("Good things take time.") x.close()</pre> <pre>Good things take time.</pre>
file append	<pre>x = open("fileabc.txt", "a") x.write("Nice!") x.close() x = open("fileabc.txt", "r") print(x.read())</pre> Output: <pre>Good things take time.Nice!</pre>
file create	<pre>a = open("Ourfile.txt", "x")</pre>
file remove	<pre>import os os.remove("myfile.txt")</pre>

Pyhton Modules

Python modules	https://docs.python.org/3/py-modindex.html
extention	.py
using a module	<pre>import math</pre>
using part of a module	<pre>from math import sqrt print(sqrt(25))</pre>
creating a module	<pre>def square(x): print(x*x) def hello(x): print("Hello ",x)</pre> record this file as "ourmodule.py".

	36
nested for loops	<pre>cars= ["Audi", "Aston Martin"] colors = ["White", "Black"] for x in cars: for y in colors: print(x, y)</pre> Output: <pre>Audi White Audi Black Aston Martin White Aston Martin Black</pre>

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Python Functions

creating function	<pre>def first_function(): print("This is Python!")</pre>
calling function	<pre>def first_function(): print("This is Python Function!") first_function()</pre> Output: <pre>"This is Python Function!"</pre>
function with numbers	<pre>def our_function(x,y): print(x * y) our_function(3,10) our_function(5,11)</pre> Output: <pre>30 55</pre>
function with strings	<pre>def data(name,surname,no): print("Name:", name, "Surname:",surname,"No:", data("Gokhan", "Kosem", 1234)</pre> Output:

```
import ourmodule
ourmodule.square(5)
ourmodule.hello("Gokhan")
```

Output:

```
25
Hello Gokhan
```

module alias

```
import ourmodule as our
```

listing module functions

```
import math
print(dir(math))
```

Output:

```
['__doc__', '__loader__', '__name__', ...]
```

Name: Gokhan Surname: Kosem No: 1234

```
def newfunc(name = "Legolas"):
    print(name + " is an Elf." )

newfunc("Elrond")
newfunc("Galadriel")
newfunc()
```

Output:

```
Elrond is an Elf.
Galadriel is an Elf.
Legolas is an Elf.
```

default value

using asterisk (*)

```
def new_func(*elves):
    print("The strongest Elf is " + elves[1])
new_func("Elrond", "Galadriel", "Legolas")
```

Output:

```
The strongest Elf is Galadriel
```

using asterisk (*)

```
def letsadd(*args):
    return sum(args)
print(letsadd(15,25,50))
```

Output:

```
90
```

return statement

```
def newfunction(a):
    return a * a
print(newfunction(5))
```

Output:

```
25
```

pass statement

```
def newfunc():
    pass
```

Used to get no error in empty function.

recursive function

```
def findfactorial(a):
    if a == 1:
        return 1
    else:
```

Python PIP Install

checking PIP version

```
C:\Users\ipcisco>pip --version
```

installing PIP

```
C:\Users\ipcisco>pip install xyz
```

listing installed packages

```
C:\Users\ipcisco>pip list
```

uninstall a package (xyz)

```
C:\Users\ipcisco>pip uninstall xyz
```

using a package (xyz)

```
import xyz
```

Python Math

math operators

+ (addition)

	– (subtraction) * (multiplication) / (divide) % (difference) ** (power)		<pre>return (a * findfactorial(a-1)) print(findfactorial(5))</pre> Output: <pre>120</pre>
math operations	<pre>a = 16 b = 8 c = 3 print(a - b + c)</pre> Output: <pre>11</pre>	lambda function	<pre>x = lambda y: y * 2 print(x(3))</pre> Output: <pre>6</pre>
finding odd number	<pre>a = [1,2,3,4,5,6] for x in a: if x%2==0: print(x)</pre> Output: <pre>2 4 6</pre>	lambda with filter func.	<pre>list1 = [7,12,4,15,3,2,8] list2 = list(filter(lambda x: (x%2 == 0) , list1)) print(list2)</pre> Output: <pre>[12, 4, 2, 8]</pre>
min, max functions	<pre>a = min(7,15,2) b = max(8,28,12) print(a) print(b)</pre> Output: <pre>2 28</pre>	lambda with map func.	<pre>list1 = [7,12,4,15] list2 = list(map(lambda x: (x > 5) , list1)) print(list2)</pre> Output: <pre>[True, True, False, True]</pre>
pow function	<pre>a = 2 b = 5 print(pow (a,b))</pre> Output: <pre>32</pre>	try/except function	<pre>try: x=5 print(x) except: print("An Error!")</pre> Output: <pre>5</pre>
sqrt function	<pre>import math x = math.sqrt(100) print(x)</pre> Output: <pre>10</pre>	try/except function	<pre>try: print(a) except: print("An Error!")</pre> Output: <pre>An Error!</pre>

	10.0
factorial function	<pre>import math x=math.factorial(5) print(x)</pre> Output: 120
ceil/floor functions	<pre>import math x = math.ceil(1.7) print(x)</pre> Output: 2
pi function	<pre>import math x = math.pi print(x)</pre> Output: 3.141592653589793

try/except/finally	<pre>try: print(a) except: print("An Error!") finally: print("I will close the program.")</pre> Output: An Error! I will close the program.
try/except/else	<pre>try: a=5 print(a) except: print("An Error!") else: print("All is Good!")</pre> Output: 5 All is Good!
raise function	<pre>for x in range(10): if x > 5: raise Exception("Higher 5!")</pre> Output: Traceback (most recent call last): File "./prog.py", line 3, in <module> Exception: Higher 5!

Escape Characters

\b	Backspace
\r	Carriage Return
\f	Form Feed
\xhh	Hex value
\n	New Line
\ooo	Octal value
\'	Single Quote
\t	Tab
\\	Backslash

Comparison Characters

==	Equal
!=	Not Equal
>	Greater than
<	Less than
>=	Greater than or equal to
<=	Less than or equal to

Arithmetic Operators

+	Addition
-	Subtraction
*	Multiplication
/	Division
%	Modulus
**	Exponentiation
//	Floor division



Bitwise Operators

&	AND (Sets each bit to 1 if both bits are 1)
	OR (Sets each bit to 1 if one of two bits is 1)
^	XOR (Sets each bit to 1 if only one of two bits is 1)
~	NOT (Inverts all the bits)
<<	Zero fill left shift (Shift left by pushing zeros in from the right and let the leftmost bits fall off)
>>	Signed right shift (Shift right by pushing copies of the left most bit in from the left, and let the rightmost bits fall off)

Assignment Operators

=	Assign ($x = 1$)
+=	Add AND ($x += 2$) ($x = x + 2$)
-=	Subtract AND ($x -= 2$) ($x = x - 2$)
*=	Multiply AND ($x *= 2$) ($x = x * 2$)
/=	Divide AND ($x /= 2$) ($x = x / 2$)
%=	Modulus AND ($x %= 3$) ($x = x \% 3$)
//=	Divide Floor AND ($x //= 3$) ($x = x // 3$)
**=	Exponent AND ($x **= 3$) ($x = x ** 3$)
&=	Bitwise AND ($x \&= 4$) ($x = x \& 4$)
=	Bitwise OR ($x = 4$) ($x = x 4$)
^=	Bitwise XOR ($x \^= 4$) ($x = x \^ 4$)
>>=	Bitwise Right Shift ($x >>= 5$) ($x = x >> 5$)
<<=	Bitwise Left Shift ($x <<= 5$) ($x = x << 5$)

Other Operators

and	returns True, if both statements are true.
or	returns True, if one of the statements is true.
not	reverse the result, returns False if the result is true.
is	checks that if both objects are the same object. If yes, it returns True.
is not	checks that if both objects are different objects. If yes, it returns True.
in	returns True, if it finds the value as a member in the sequence.
not in	returns True, if it do not find the value as a members in the sequence.