

## 15110 PYTHON REFERENCE SHEET

Arithmetic Operations:	<code>**</code>	<code>*</code>	<code>/</code>	<code>//</code>	<code>%</code>	<code>+</code>	<code>-</code>
Relational Operations:	<code>==</code>	<code>!=</code>	<code>&lt;</code>	<code>&lt;=</code>	<code>&gt;</code>	<code>&gt;=</code>	
Logical Operations:	<code>and</code>	<code>or</code>	<code>not</code>				

**Variable Names:** All variable names must start with a letter (lowercase recommended). The remainder of the variable name (if any) can consist of any combination of uppercase letters, lowercase letters, digits and underscores (\_). Variables are case sensitive.

Assignment Statement: *variable = expression*

Defining a function:

```
def functionname (parameterlist) :  
    function_body
```

A *parameterlist* may be empty or may include one or more variables representing data required for the function, separated by commas.

Calling a function: *functionname ( argumentlist )*

An *argumentlist* may be empty or may include one or more expressions representing data required for the function to use, separated by commas.

Importing module:      `import modulename`

Using module: `modulename.functionname( argumentlist )`

<code>print(data)</code>	prints data to screen and moves cursor to next line
<code>print(data, end=" ")</code>	prints data to screen and keeps cursor on same line
<code>print()</code>	moves cursor to next line
<code>return(data)</code>	returns data to instruction that called this function

`for v in range(x, y, z) :` loops for  $v = x$  through  $y-1$ , inclusive in steps of  $z$   
`loop_body` ( $y$  is optional, default 0.  $z$  is optional, default 1.)

`while condition:`                            loops while *condition* is True  
    *loop body*

```

if condition1:
    instruction1_set
elif condition2:
    instruction2_set
else:
    instruction3_set

```

executes *instruction1* set once if *condition1* is True  
otherwise executes *instruction2* set once if *condition2* is True. This part is optional, can be repeated.  
otherwise executes *instruction3* set once if all previous conditions tested as False. Optional.

Lists:	<i>listname</i> = [ ]	An empty list.
	<i>listname</i> = [ <i>item</i> <sub>0</sub> , <i>item</i> <sub>1</sub> , ..., <i>item</i> <sub><i>n</i>-1</sub> ]	A list of <i>n</i> items, <i>n</i> >= 1.
	<i>listname</i> [ <i>i</i> ]	Evaluates to the <i>i</i> <sup>th</sup> element of the list

<code>len(listname)</code>	returns the number of items in the list
<code>item in listname</code>	returns True if the item is in the list, False otherwise.
<code>listname [i:j]</code>	returns a sublist of list from index <i>i</i> to <i>j</i> -1
<code>listname = [ item ] * n</code>	creates a list with <i>n</i> copies of the item
<code>listname.append(item)</code>	appends item to end of the list
<code>listname.remove(item)</code>	removes the first occurrence of the item in the list

`for item in listname:  
 loop body` performs instructions once for each item in list, no index is available  
(*item* can be referenced in loop body)