

Python Quick Reference

```
# Assign an number
x = 5
# Assign String variable
maker = "I am a maker"
# Make a number into a string
str(x)
# Combine strings
newString = maker + " More string"
```

Variable

```
# Output a string
print("Hello World ")
# output a number
print(x)
# output string and number
print("hello "+str(x)+ " world")
#input
myVariable = input("message")
#to input number eval output
myVariable = eval(myVariable)
```

Strings

```
# Make a list
myList = ["item0 ", "item1 ", "item2 "]
# Add item to list
myList.append("item3")
# Select first item in a list
myList[0]
# Select last item in the list
myList[-1]
```

Lists

```
import time
# Call function from time
time.sleep(1) # Wait for 1 second
# Import single function
from math import sqrt
# Call
sqrt(2)
```

Import

# Addition 1+3	# Multiplication 1*3
# Exponent 2**3	# Integer Division 3//3
# Subtraction 1-3	# Division 1/3
# Modulus 2%3	

Maths

# Return True True	# Return False False
not False	not True
(True False) # or	(False False) # or
(True & True) #and	(True & False) #and

Logic

```
# Return True if comparison holds
x > y # Greater than
x < y # Less
x <= y # Less or equal
x >= y # Greater or equal
x == y # Equal
x != y # Not equal
```

Compare

```
if(x > y):
    print("x is larger ")
elif(x < y):
    print("y is larger ")
else:
    print("Equality! ")
```

If..else

```
# define a function
def threeTimes(xin):
    return xin*3
# Call with input=5
threeTimes(5)
# Define Lambda function
t = 5
tMult = lambda a : a*t
# Call with a = 5 t=6
tMult(5)
t = 1
# Call with a = 5 t=1
tMult(5)
```

Functions

```
# While less than
while(x < y):
    x += 1
    print(x)
# While true with break
while(True):
    x += 1
    print(x)
    if(x>y):
        break
```

Loops

```
# For loop with default count
for i in range(1,10):
    print(2**i)
# For loop with custom count
for i in range(10,-10,-1):
    print(2**i)
# For loop over list elements
for i in myList:
    print(i)
```

```
# define Class
class myClass:
    # Initialisation
    def __init__(self,in1,in2):
        self.input1 = in1
        self.input2 = in2
    def add(self): # Class method
        return self.input1+self.input2
# Run the program
myObject = myClass(1,2)
myObject.add ()
```

Classes

The Python Quick Syntax Reference

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