

Python Cheat Sheet - Keywords

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Keyword	Description	Code example
False, True	Data values from the data type Boolean	<code>False == (1 > 2), True == (2 > 1)</code>
and, or, not	Logical operators: (x and y) → both x and y must be True (x or y) → either x or y must be True (not x) → x must be false	<code>x, y = True, False (x or y) == True # True (x and y) == False # True (not y) == True # True</code>
break	Ends loop prematurely	<code>while(True): break # no infinite loop print("hello world")</code>
continue	Finishes current loop iteration	<code>while(True): continue print("43") # dead code</code>
class def	Defines a new class → a real-world concept (object oriented programming) Defines a new function or class method. For latter, first parameter (“self”) points to the class object. When calling class method, first parameter is implicit.	<code>class Beer: def __init__(self): self.content = 1.0 def drink(self): self.content = 0.0 becks = Beer() # constructor - create class becks.drink() # beer empty: b.content == 0</code>
if, elif, else	Conditional program execution: program starts with “if” branch, tries the “elif” branches, and finishes with “else” branch (until one branch evaluates to True).	<code>x = int(input("your value: ")) if x > 3: print("Big") elif x == 3: print("Medium") else: print("Small")</code>
for, while	<code># For loop declaration for i in [0,1,2]: print(i)</code>	<code># While loop - same semantics j = 0 while j < 3: print(j) j = j + 1</code>
in	Checks whether element is in sequence	<code>42 in [2, 39, 42] # True</code>
is	Checks whether both elements point to the same object	<code>y = x = 3 x is y # True [3] is [3] # False</code>
None	Empty value constant	<code>def f(): x = 2 f() is None # True</code>
lambda	Function with no name (anonymous function)	<code>(lambda x: x + 3)(3) # returns 6</code>
return	Terminates execution of the function and passes the flow of execution to the caller. An optional value after the return keyword specifies the function result.	<code>def incrementor(x): return x + 1 incrementor(4) # returns 5</code>