

Cheat sheet: turning Scratch into Python

Try out your new text-based programming skills with these awesome Python projects: rpf.io/startpython

INPUT



ask Which card did you pick? and wait
set card to answer

```
card = input('Which card did you pick?')
```

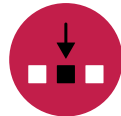
OUTPUT



say Hello World!
say foo

```
print('Hello World!')  
print(foo)
```

SELECTION



if foo > 10 then
 say foo is greater than 10
else
 if foo < 10 then
 say foo is less than 10
 else
 say foo is equal to 10

```
if foo > 10:  
    print("foo is greater than 10")  
elif foo < 10:  
    print("foo is less than 10")  
else:  
    print("foo is equal to 10")
```

VARIABLES



set foo to 10
set bar to some text

```
foo = 10  
bar = "some text"
```

change foo by 1

```
foo = foo + 1  
#or  
foo += 1
```

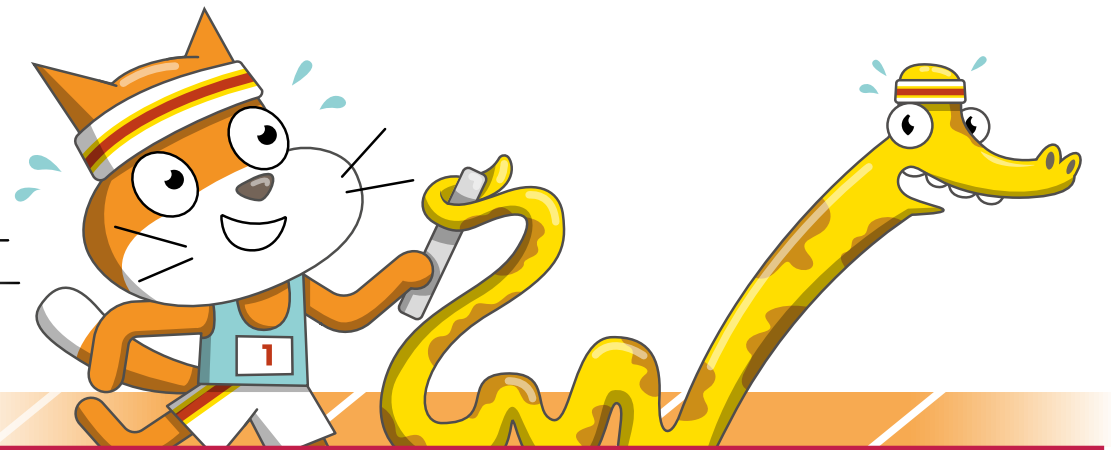
RANDOM



set foo to pick random 1 to 10

```
from random import randint  
foo = randint(1, 10)
```

LISTS



hand
1 ace
2 king
3 queen
4 jack
5 ten
+ length: 5

```
hand = ['ace',  
        'king',  
        'queen',  
        'jack',  
        'ten']
```

add nine to hand

```
hand.append('nine')
```

delete 1 of hand

```
hand.pop(0)
```

LOOPS



forever
 change foo by 1

```
while True:  
    foo += 1
```

repeat until foo > 10
 say foo

```
while not foo > 10:  
    print(foo)
```

repeat 10
 say hello

```
for i in range(10):  
    print('hello')
```

CONCATENATION



set foo to join hello world

```
foo = "hello" + "world!"
```