

N5 Python Cheat sheet

Initialising Variables

Example	Data Type
<code>firstname = "John"</code>	str
<code>age= 20</code>	int
<code>book_price= 20.5</code>	float
<code>categories= ["junior", "teen", "adult"]</code> <code>scores= [0]*6</code> <code>scores=[0,0,0,0,0,0]</code>	array
<code>has_voucher= True</code> <code>has_voucher= False</code>	bool

Python Variable Name Rules

- A variable name must start with a letter or the underscore character
- A variable name cannot start with a number
- A variable name can only contain alpha-numeric characters and underscores (A-z, 0-9, and _)
- Variable names are case-sensitive (age, Age and AGE are three different variables)

User Input

- Reading a string(word)
`name= input("What is your name?")`
- Reading an **integer** (whole number)
`temperature= int(input("What is the temperature today?"))`

- Reading a **float**(real, decimal number)

```
book_price= float(input("What is the price of the book?"))
```

Changing the value of a variable

```
#the new content of the total is the previous content of the total plus the book price content
```

```
total=total+book_price
```

Print(output) to the user

```
print("The total price is:")
```

```
print(total)
```

```
print(The total price is: " + total)
```

Arithmetic (Maths) Operations

Operation	Symbol
Addition	+
Subtraction	-
Multiplication	*
Division	/
Exponential (Powers)	**
Modulo (Division Remainder)	%

String Concatenation(Joining Strings)

```
full_name= first_name + sur_name
```

```
# use str() to make numbers to strings before joining them with +  
print("Hi" + full_name + ", have a nice + str(day) + "of October!")
```

Selection (If, Else)

```
a = 100
```

```
b = 32
```

```
if b > a:
```

```
    print("b is greater than a")
```

```
else:
```

```
    print("a is greater than b")
```

Multiple Selection

```
if b > a:
```

```
    print("b is greater than a")
```

```
elif a > b:
```

```
    print("a is greater than b")
```

```
else:
```

```
    print("a is equal to b")
```

Comparisons

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

Complex Conditions

#Using the Logical Operators and, or, not

and	or	not
<pre>a = 200 b = 33 c = 500 if a > b and c > a: print("Both conditions are True")</pre>	<pre>a = 200 b = 33 c = 500 if a > b or a > c: print("At least one of the conditions is True")</pre>	<pre>a = 200 b = 33 if not(a<b) : print("a is larger than b")</pre>

Conditional Loop (while)

```
counter = 1  
  
#Will print the values 1,2,3,4,5  
while counter < 6:  
    print(counter)  
    counter= counter+1
```

Fixed loop (for)

```
#Will print the values 1,2,3,4,5  
for counter in range(1, 6):  
    print(counter)
```

Input Validation

Python	Comment
score= int(input("Please enter the score:"))	#Initialise score as int from user input
while score<0 or score>10:	#Conditional loop – Instructions inside the loop will be repeated until the score is between 0 and 10
print("The score should be between 0 and 10!")	#Print an error message
score= int(input("Please enter the score:"))	#Ask for a new valid score

Traversing an array

Python	Comment
ages =[13,34,32,2,62,45,18,14,43,44] adults = 0	#initialising array and variable
for counter in range (0,10):	#Fixed loop - Instructions inside the loop will be repeated 10 times

if ages[counter] >=18:	#Checks if the current value in the array is >= 18
adults= adults+1	#Adds 1 to the current value in the variable adults

Running total

Python	Comment
scores=[0,2,4,5,1,0] total =0	#initialising array and variable
for counter in range (0,6):	#Fixed loop - Instructions inside the loop will be repeated 6 times (from 0 to 5)
total= total + scores[counter]	# Each time the new total is previous value of total + the current scores element

Predefined Functions	
x= len(cars)	#Length of array # Returns the number of elements in an array
x = round (5.76543, 2) print(x)	# Rounds the value in the variable x to 2 decimal places
x = round (5.76543) print(x)	#Default is round to integer
import random x=random. random () x=random. randint (3, 9)	#!!!Put this code at the top of the program #Returns a random decimal between 0 and 1 #Returns a random integer between 3 and 9 including