

CS 150 Spring 2020 - Midterm "Cheat Sheet"

Modules

turtle module

forward(dist), backward(dist): Move the turtle forward or backward by the specified length `dist`
right(angle) left(angle): Turn the turtle right/left by `angle` (in degrees)
goto(x, y): Move turtle to position `x, y`
setheading(angle): Set the turtle's heading to `angle`
circle(radius): Draw a circle with specified `radius`; the center is `radius` units left of the turtle
penup(): Pull the pen up – no drawing when moving
pendown(): Put the pen down – drawing when moving
fillcolor(color): Change the fill color to `color`, where `color` is a string
begin_fill(), end_fill(): Start and end filling shapes with fill color

random module

randint(a, b): Return a random integer `N` such that $a \leq N \leq b$
uniform(a, b): Return a random floating point number `N` such that $a \leq N \leq b$

math module

sqrt(num): Return the square root of `num`

Strings

The following functions are built-in

len(string): Returns the number of characters in the string
int(string), float(string): Converts numeric string to int or float
str(object): Converts object, e.g., int or float to a string
sorted(string): Returns the characters of the string as a list in sorted order

String object methods

S.upper(), S.lower(), S.capitalize(): Returns a new string, upper or lower-cased, or capitalized
S.find(some_string): Returns the first index that **some_string** occurs at in string `S` or -1 if not found
S.find(some_string, index): Same as above, but starts searching at index
S.replace(old, new): Return a copy of string `S` with all occurrences of `old` substituted with `new`
S.startswith(prefix): Returns **True** if string `S` starts with `prefix`, **False** otherwise
S.endswith(suffix): Returns **True** if string `S` ends with `suffix`, **False** otherwise
S.strip(): Returns a copy of string `S` with only the leading and trailing whitespace removed
S.split(): Return a list of the words in string `S` using whitespace as the delimiter
S.isalpha(): Return **True** if all characters in string `S` are alphabetical and `S` has at least one character

String operators

string1 + string2: Returns a new string that is the concatenation of `string1` and `string2`
string * int: Returns a new string that is `string` repeated `int` times
substr in string: Returns **True** if `substr` is a substring of `string`, **False** otherwise

Lists

Creating new lists

`[]` creates empty list
`[object1, object2, ...]` creates list containing objects
`list(iterable)` creates a list from any iterable object (e.g., range, string)

The following functions are built-in

`len(list)`: Returns the number of elements in `list`
`sum(list)`, `min(list)`, `max(list)`: Returns the sum, min, or max of elements in `list`
`sorted(list)`: Returns a new copy of the list in sorted order

List object methods

`L.append(x)`: Adds `x` to the end of list `L`, no return value
`L.extend(other_list)`: Adds all elements of `other_list` to the end of list `L`, no return value
`L.index(item)`: Returns the index of the first occurrence of `item` in list `L` or error if it does not occur
`L.insert(index, x)`: Insert `x` at `index` in list `L`, no return value
`L.pop()`: Removes the item at the end of list `L` and returns it
`L.pop(index)`: Removes item at `index` from list `L` and returns it
`L.reverse()`: Reverses the elements in list `L` in place, no return value
`L.sort()`: sorts the elements in the list in place, no return value

List operators

`list1 + list2`: Returns a new list that contains the elements of `list1` followed by the elements of `list2`
`list * int`: Returns a new list that contains the items in `list` repeated `int` times
`item in list`: Returns True if `item` is an element of `list`, False otherwise

Other

Range

`range(stop)`: Equivalent to `range(0, stop, 1)`
`range(start, stop[, step])`: Create sequence of integers from inclusive `start` to exclusive `stop` by `step`

Slicing

`seq[start[:stop[:step]]]`: Slice sequence `seq` from inclusive `start` to exclusive `stop` by `step`

Reading input from the user

`input(message)`: Displays message to the user and returns what the user typed as a string

Reading from a file with a for-loop

```
with open(filename, "r") as file:
    for line in file:
        # do something with line (a string)
```

Spring 2020 midterm will not include questions about files