

## CS 150 Fall 2021 – Quiz 6 “Cheat Sheet”

### Input/Output

- 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 open(filename, "r") as file:**  
    **for line in file:**  
        **# do something with line (a string)**
- Writing to a file  
**open(filename, "w")**: Write to file (overwrite any existing content)  
**open(filename, "a")**: Append to the end of existing contents  
**file.write(item)**: Writes item to file (e.g. string, number) w/o trailing newline
- Reading from a URLs (webpages)  
**import urllib.request**  
**with urllib.request.urlopen(some\_url) as web\_page:**  
    **for line in web\_page:**  
        **line = line.decode('utf-8', 'ignore')**  
        **# do something with line (now a string)**
- Command-line arguments  
**import sys**  
**sys.argv**: is a list containing the command-line arguments (the first element is always the program name)

### Sequences

- Range  
**range(stop)**: Equivalent `range(0, stop, 1)`  
**range(start, stop[, step])**: Create sequence from inclusive **start** to exclusive **end** by **step**
- Slicing  
**seq[start[:stop[:step]]]**: Slice **seq** from inclusive **start** to exclusive **stop** by **step**

### Strings

- The following functions are built-in and answer questions about strings  
**len(string)**: Returns the number of characters in the string  
**int(string), float(string)**: Converts a string to an int or float
- String object methods  
**upper(), lower(), capitalize()**: Returns a new upper or lower-cased, or 1<sup>st</sup> letter upper-cased string  
**find(some\_string)**: Returns the first index that **some\_string** occurs at in the string or -1 if not found  
**find(some\_string, index)**: Same as above, but starts searching at index  
**replace(old, new)**: Return a copy of the string with all occurrences of old substituted with new  
**startswith(prefix)**: Returns **True** if the string starts with prefix, False otherwise  
**endswith(suffix)**: Returns **True** if the string ends with suffix, False otherwise  
**strip()**: Returns a copy of the string with leading and trailing whitespace removed  
**split()**: Return a list of the words in the string using whitespace as the delimiter
- 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, set, string)
- The following functions are built-in and answer questions about lists
  - 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
  - append(x)**: Adds x to the end of the list
  - extend(other\_list)**: Adds all elements of other\_list to the end of the list
  - index(item)**: Returns the index of the first occurrence of item in the list or error otherwise
  - insert(index, x)**: Insert x at index in the list
  - pop()**: Removes the item at the end of the list and returns it
  - pop(index)**: Removes item at index from the list and returns it
  - reverse()**: Reverses the elements in the list
  - sort()**: sorts the elements in the list
- 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

## Sets

- Creating new sets
  - set()** creates empty set
  - {elt1, elt2, ...}** creates a new set with the given elements
  - set(iterable)** creates a set from any iterable object (e.g., string, list)
- The following functions are built-in and answer questions about sets
  - len(set)**: Returns the number of elements in the set
- Set object methods
  - add(elt)**: Adds elt to the set
  - clear()**: Removes all elements from the set
  - pop()**: Removes an arbitrary element from the set and returns it
  - remove(elt)**: Removes elt from the set
- Set operators
  - elt in set**: Returns True if elt is an element of set, False otherwise
  - set1 <= set2**: Returns True if set1 is a subset of set2 (every element of set1 is in set2), False otherwise
  - set1 | set2**: Returns union of the two sets (new set with elements from both set)
  - set1 & set2**: Returns intersection of the two sets (new set with only elements common to both sets)
  - set1 - set2**: Returns set difference (new set with elements set1 not in set2)

## Dictionaries

- Creating new dictionaries
  - {}** creates empty dictionary
  - {key1:value1, key2:value2, ...}** creates a new dictionary with key-value pairs
- The following functions are built-in and answer questions about dictionaries
  - len(dict)**: Returns the number of entries (key-value pairs) in the dictionary
- Dictionary object methods
  - clear()**: Removes all entries from the dictionary
  - keys()**: Returns an iterable object of all the keys in the dictionary
  - values()**: Returns an iterable object of all the values in the dictionary
  - items()**: Returns an iterable object of all (key, value) tuples in the dictionary

**get(key[, item]):** Returns value associated with **key** if in dictionary, **item** otherwise. **item** defaults to None.

- Dictionary operators

**item in dict:** Returns True if **item** is in the keys of **dict**, False otherwise

## Tuples

- Creating new tuples

**()** creates empty tuple

**(object1, object2, ...)** creates tuple containing objects

- The following functions are built-in and answer questions about tuples

**len(tuple):** Returns the number of elements in the tuple

- Tuple operators

**item in tuple:** Returns True if **item** is contained in **tuple**, False otherwise

**tuple1 + tuple2:** Returns a new tuple that is the concatenation of **tuple1** and **tuple2**