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### PYTHON FOR DATA SCIENCE CHEAT SHEET

#### Python Basics

##### Datatypes

- Numbers (int, float)
- String ("New String")
- List ([1, 2, 3])
- Complex (1+2j)
- Set ({1, 2, 3})
- Dictionary ({'key': 'value'})
- Regex (re.compile())

##### Operators

**Arithmetic Operator:** +, -, \*, /, \*\*

**Comparison Operator:** >, <, >=, <=, ==, !=

**Boolean Operator:** and, or, not

##### Operations

**List Operations:** len(), index(), pop(), append(), insert(), remove(), del, clear(), copy()

**String Operations:** len(), index(), pop(), append(), insert(), remove(), del, clear(), copy()

**Dictionary Operations:** len(), keys(), values(), items(), get(), pop(), popitem(), del, clear(), copy()

##### Flow Control Method

**If else (Conditional Statement)**

**For Loop (Iterative Loop Statement)**

**While Loop (Conditional Loop Statement)**

**Loop Control: break, pass, continue**

##### Generic Operations

**range()** Range of numbers

**len()** Length of an object

**min()** Minimum value in a list

**max()** Maximum value in a list

**sorted()** Sorted list copy

##### File Operations

**Opening mode:** 'r' (read), 'w' (write), 'a' (append), '+' (both read and write)

**try & except block**

##### Functions

**def new\_function():**  
print("Hello World")  
**new\_function()**

##### Lambda Function

**lambda x: x+1**

**lambda x, y: x+y**

##### Comments

**# Single Line Comment**

**""" Multi Line Comment """**

##### Class/object

**class:** class\_name

**Object:** object\_name



# Making Everything Easier!

# Backgammon FOR DUMMIES

**Learn to:**

- Set up a backgammon board
- Shine from the opening move to bearing off
- Use the doubling cube to your advantage
- Get into the swing of tournament backgammon

**Chris Bray**  
Backgammon correspondent,  
The Independent



