Python Cheat Sheet - Keywords

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Keyword	Description	Code example
`False, True`	Boolean data types	`False == (1 > 2), True == (2 > 1)`

`None`	Empty value constant	`def f():`
		`  x = 2`
		`f() == None # True`

`and, or, not`	Logical operators:
	`(x and y)` ➜ both x and y must be True
	`(x or y)` ➜ either x or y must be True
	`(not x)` ➜ x must be false
		`x, y = True, False`
		`(x or y) == True  # True`
		`(x and y) == False  # True`
		`(not y) == True  # True`

`break`	Ends loop prematurely	`while(True):`
		`  break # no infinite loop`
		`print("hello world")`

`continue`	Finishes current loop iteration	`while(True):`
		`  continue`
		`  print("43") # dead code`

`class`
 	
`def`
	Defines a new class ➜ a real-world concept (object oriented programming)
	
	Defines a new function or class method. For latter, first parameter ("self") points to the class object. When calling class method, first parameter is implicit.
		`class beer:`
		`  x = 1.0 # litre`
		`  def drink(self):`
		`  self.x = 0.0`
		`b = beer() # creates class with constructor`
		`b.drink() # beer empty: b.x == 0`

`if, elif, else`	Conditional program execution: program starts with "if" branch, tries the "elif" branches, and finishes with "else" branch (until one branch evaluates to True).	`x = int(input("your value: "))`
		`if x > 3:`
		`  print("Big")`
		`elif x == 3:`
		`  print("Medium")`
		`else:`
		`  print("Small")`

`for, while`	`# For loop declaration`
	`for i in [0,1,2]:`
	`  print(i)`
		`# While loop - same semantics`
		`j = 0`
		`while j < 3:`
		`  print(j)`
		`  j = j + 1`

`in`	Checks whether element is in sequence	`42 in [2, 39, 42] # True`

`is`	Checks whether both elements point to the same object	`y = x = 3`
		`x is y # True`
		`[3] is [3] # False`

`lambda`	Function with no name (anonymous function)	`(lambda x: x + 3)(3) # returns 6`

`return`	Result of a function	`def incrementor(x):`
		`  return x + 1`
		`incrementor(4) # returns 5`

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