

Python Quick Reference 1.0
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1.0, 7/24/98: Initial release.

To make your own Quick Reference Card, print page 2 of this document, then reload the page into the printer and print page 3. Determining the proper direction to flip the page to get the sides to print in the proper orientation is left as an exercise for the reader. Or, if you're lucky enough to have a duplex printer, just print pages 2 thru 3, and hope that the printer tumbles the page in the proper direction for landscape printing...

The card is designed to be folded back along the dotted lines on page 2, with the large "Python" text visible on the outside, however you may prefer to fold in a different pattern so that the sections you most commonly refer to are on the outside. If your printer doesn't do a very good job of aligning the two sides, you may need to make the folds slightly offset from the dotted lines, to avoid breaking text on the other side. In extreme cases, where the column gaps on the two sides don't line up at all, you may need to print the two sides on separate pages, and tape or staple them back-to-back with an appropriate offset.

Python 1.5.1

MODULE sys: argv builtin_module_names
copyright exc_info() -> (type, value, traceback)
exec_prefix executable exit(*i*) exitfunc
getrefcount(*obj*) last_type last_value
last_traceback modules path platform
prefix settrace(*func*) setcheckinterval(*i*)
setprofile(*func*) stdin stdout stderr
tracebacklimit version maxint psl ps2

MODULE types (all names actually end in Type,
alternate names in parentheses): None Type Int
Long Float Complex String Tuple List Dict
(Dictionary) Function (Lambda) Code Class
Instance Method (UnboundMethod) Ellipsis
BuiltinFunction (BuiltinMethod) Module
File Slice xrange Traceback Frame

MODULE struct:

pack(*fmt, items...*)
unpack(*fmt, str*)
calcsize(*fmt*)

1st format char can be:

@: native byte order & align
=: native order, standard align
<: little-endian order, std align
>, !: big-endian (network) order

Format chars:

x: pad byte (no value)
c: char (as string of length 1)
b: signed char (as int)
B: unsigned char (as int)
h: short
H: unsigned short
i: int
I: unsigned int (as long int)
l: long
L: unsigned long (as long int)
f: float
d: double
s: string (preceding # is length)
p: Pascal string
Except for formats 's' and 'p', a
preceding # gives a repeat count

MODULES pickle/cPickle:

Pickler(*file[, binary]*).dump(*obj*)
Unpickler(*file*).load()
dump(*obj, file[, binary]*) load(*file*)
dumps(*obj[, binary]*) loads(*str*)

MODULE string: digits hexdigits letters
lowercase octdigits uppercase whitespace
atof(*str*) atoi(*str[, base]*) atol(*str[, base]*)
capitalize(*str*) capwords(*str*)
expandtabs(*str, tabsize*)
find(*str, substr[, start[, end]]*)
rfind(*str, substr[, start[, end]]*)
index(*str, substr[, start[, end]]*)
rindex(*str, substr[, start[, end]]*)
count(*str, substr[, start[, end]]*)
split(*str, sep[, maxsplit]*) join(*seq[, sep]*)
rstrip(*str*) lstrip(*str*) strip(*str*) swapcase(*str*)
maketrans(*from, to*) translate(*str, table[, delete]*)
lower(*str*) ljust(*str, width*) rjust(*str, width*)
upper(*str*) center(*str, width*) zfill(*str, width*)
replace(*str, old, new[, maxcount]*)

On failure: [r]find
returns -1;
[r]index raises
ValueError

MODULE re:

escape(*str*) compile(*patt[, flags]*) -> RegexObject
match(*patt, str[, flags]*) -> MatchObject or None
search(*patt, str[, flags]*) -> MatchObject or None
split(*patt, str[, maxsplit]*) -> list
sub(*patt, repl, str[, maxcount]*) -> str
subn(*patt, repl, str[, maxcount]*) -> (str, count)

Flags: I IGNORECASE L LOCALE M MULTILINE S DOTALL
X VERBOSE

RegexObject: r.flags r.pattern r.groupindex
r.match(*str[, pos[, endpos]]*)
r.search(*str[, pos[, endpos]]*)
r.split(*str[, maxsplit]*)
r.sub(*repl, str[, maxcount]*)
r.subn(*repl, str[, maxcount]*)

match: checks
start of string
search: scans
entire string

MatchObject: m.pos m.endpos m.re m.string
m.group([*groups...*]) m.groups() m.start([*group*])
m.end([*group*]) m.span([*group*]) -> (start, end)

Some special re forms: \A, \Z start, end of string
 \b, \B (non-) word boundary \D, \d (non-) digit
 \s, \S (non-) whitespace \W, \w (non-) alphanumeric
 (?iLmsx) set flags (? :re) nongrouping parens
 (?P<name>re) named group (?P=name) backmatch
 (?=re) lookahead assertion (?!re) negative lookahead

MODULES StringIO/cStringIO:

StringIO([*initialContents*]) -> file-like object
obj.getvalue() obj.close() frees buffer

MODULE copy: copy(*obj*) deepcopy(*obj*)

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PRECEDENCE (low to high):

1: lambda *args: expr*
2: or (boolean)
3: and (boolean)
4: not (boolean)
5: in, not in, is, is not,
 <, <=, >, >=, !=, ==
6: | (bitwise OR)
7: ^ (bitwise XOR)
8: & (bitwise AND)
9: <<, >>
10: +, - (binary)
11: *, /, %
12: +, -, ~ (unary); ** (right to left)
13: x.a, x[i], x[i:j], f(*args*)
14: (...), [...], {...}, `...`

STATEMENTS:

pass break continue
expression
assert *expr[, message]*
[*targets... =*]... *targets... = exprs...*
del *targets...*
print *exprs...*
return [*expr*]
raise *exception[, detail[, traceback]]*
import *modules...*
from *module* import *identifiers...*
from *module* import *
global *identifiers...*
exec *str/file/code* [in *globals[, locals]*]
def *funcname(params...): suite*
class *classname([bases...]): suite*

if *expr: suite*
[elif *expr: suite*]...
[else: *suite*]

while *expr: suite*
[else: *suite*]

for *targets in expr: suite*
[else: *suite*]

try: *suite*
except [*exception[, target]]: suite...*
[else: *suite*]

try: *suite*
finally: *suite*

BUILT-IN ATTRIBUTES & METHODS:

Many objects: `__methods__` `__members__`

Sequences: `append(x)` `count(x)` `index(x)`

`insert(i,x)` `remove(x)` `reverse()`

`sort([comparisonFunc])`

Mappings: `clear()` `copy()` `get(k[,default])`

`has_key(k)` `items()` -> list of (key, value)

`keys()` `update(otherMapping)` `values()`

Files: `closed` `mode` `name` `softspace`

`close()` `flush()` `isatty()` `fileno()`

`read([size])` `readline([size])`

`readlines([sizehint])` `readinto(buffer)`

`seek(offset[,whence])` **whence:** 0 = start,

`tell()` `truncate([size])` 1 = current,

`write(str)` `writelines(list)` 2 = end

Complex numbers: `real` `imag` `conjugate()`

Built-in functions & methods: `__doc__`

`__name__` `__self__` (None for functions)

User-defined functions: `func_doc` `__doc__`

`func_name` `__name__` `func_defaults`

`func_code` `func_globals`

User-defined methods: `im_func` `im_class`

`__doc__` `__name__` `im_self` (None if unbound)

Modules: `__dict__` `__name__` `__doc__`

`__file__`

Classes: `__dict__` `__name__` `__bases__`

`__doc__` `__module__` (name, not the module itself)

Class instances: `__dict__` `__class__`

Code objects: `co_argcount` `co_code`

`co_consts` `co_filename` `co_firstlineno`

`co_flags` `co_lnotab` `co_name` `co_names`

`co_nlocals` `co_stacksize` `co_varnames`

Frame objects: `f_back` `f_builtins` `f_code`

`f_exc_type` `f_exc_value` `f_exc_traceback`

`f_globals` `f_lasti` `f_lineno` `f_locals`

`f_restricted` `f_trace`

Traceback objects: `tb_next` `tb_frame`

`tb_lineno` `tb_lasti`

Slice objects: `start` `stop` `step`

RESERVED WORDS:

`and` `assert` `break` `class` `continue` `def` `del`

`elif` `else` `except` `exec` `finally` `for` `from`

`global` `if` `import` `in` `is` `lambda` `not` `or` `pass`

`print` `raise` `return` `try` `while`

BUILT-IN FUNCTIONS (conversions first):

Numeric: `float(x)` `int(x)` `long(x)`

`complex(real[,imag])` `coerce(x,y)` -> 2-tuple

`abs(x)` `cmp(x,y)` -> -/0/+

`divmod(x,y)` -> (x/y, x%y)

`max(seq)` `min(seq)` these can also take multiple params

`pow(x,y[,z])` -> (x**y)%z

`round(x[,decimalPlaces])`

String: `chr(i)` `ord(char)` `hex(x)` `oct(x)`

`intern(str)` `str(obj)` `repr(obj)` same as `obj`

Sequence: `list(seq)` `tuple(seq)`

`len(seq)`

`range([start,]stop[,step])`

`slice([start,]stop[,step])`

`xrange([start,]stop[,step])`

Function calling:

`apply(func,[argsTuple[,keywordsDict]])`

`callable(obj)`

`compile(str,filename,'exec'|'eval'|'single')`

`eval(str|code[,globals[,locals]])`

`execfile(filename[,globals[,locals]])`

`filter(func,list)` `func = None` removes false items

`map(func,lists...)` `func = None` transposes lists

`reduce(func,list[,initializer])`

Environment:

`__import__(name[,globals[,locals[,list]])]`

`dir([obj])` `globals()` `locals()` `vars([obj])`

`reload(module)`

Object:

`delattr(obj,name)` `getattr(obj,name)`

`hasattr(obj,name)` `setattr(obj,name,value)`

`hash(obj)` `id(obj)` `type(obj)`

`isinstance(obj,class|type)`

`issubclass(class1,class2)`

I/O:

`input([prompt])` `raw_input([prompt])`

`open(filename[,mode[,bufsize]])`

EXCEPTION HIERARCHY:

Exception <- StandardError <- all others

ArithmeticError <- OverflowError,

ZeroDivisionError, FloatingPointError

LookupError <- IndexError, KeyError

Others: AssertionError AttributeError EOFError

IOError ImportError KeyboardInterrupt MemoryError

NameError RuntimeError SyntaxError SystemError

SystemExit TypeError ValueError

UnexpectedSpanishInquisition

SPECIAL METHODS:

`__init__(self,[args...])`

`__del__(self)`

`__repr__(self)`

`__str__(self)`

`__cmp__(self,other)` -> -/0/+

`__hash__(self)`

`__nonzero__(self)` -> object's Boolean value

`__getattr__(self,name)`

`__setattr__(self,name,value)`

`__delattr__(self,name)`

`__getinitargs__(self)`

`__getstate__(self)`

`__setstate__(self,state)`

Callable objects:

`__call__(self[,args...])`

Sequences & mappings:

`__len__(self)`

`__getitem__(self,key)`

negative key:

`__setitem__(self,key,value)`

unchanged

`__delitem__(self,key)`

`__getslice__(self,i,j)`

missing i, j: 0, maxint

`__setslice__(self,i,j,seq)`

negative i,j:

`__delslice__(self,i,j)`

len() added

Numeric:

Implements:

`__add__(self,right)`

+

`__sub__(self,right)`

-

`__mul__(self,right)`

*

`__div__(self,right)`

/

`__mod__(self,right)`

%

`__divmod__(self,right)` `divmod()`

`__pow__(self,right[,z])` `pow()`

`__lshift__(self,right)` <<

`__rshift__(self,right)` >>

`__and__(self,right)` &

`__xor__(self,right)` ^

`__or__(self,right)` |

The above also have a `__r*__(self,left)` form

`__neg__(self)`

-

`__pos__(self)`

+

`__abs__(self)`

`abs()`

`__invert__(self)`

~

`__int__(self)`

`int()`

`__long__(self)`

`long()`

`__float__(self)`

`float()`

`__complex__(self)`

`complex()`

`__oct__(self)`

`oct()`

`__hex__(self)`

`hex()`

`__coerce__(self,other)`

`coerce()`