

CSc 110 Final Cheat Sheet

```
def name (parameters) :
    statement(s)
    ...
    return expression

for name in range(start, stop + 1):
    statement
    statement
    ...
    statement

variable = type(input(prompt))

if test:
    statement(s)
elif test:
    statement(s)
else:
    statement(s)
```

Math functions

Function name	Description
<code>math.ceil(value)</code>	rounds up
<code>math.floor(value)</code>	rounds down
<code>math.log(value, base)</code>	logarithm
<code>math.sqrt(value)</code>	square root
<code>abs(value)</code>	absolute value
<code>min(value1, value2)</code>	smaller of two values
<code>max(value1, value2)</code>	larger of two values
<code>round(value, digits)</code>	rounds the value to a value with digits numbers after the decimal point

Constant	Description
<code>math.e</code>	2.7182818...
<code>math.pi</code>	3.1415926...

String functions

Function	Description
<code>str.lower()</code>	returns a new string with all lowercase letters
<code>str.upper()</code>	returns a new string with all uppercase letters
<code>len(str)</code>	returns the length of the string

Random

```
random.randint(min, max)
```

returns a random number between min and max

File functions

`fname = open(file_name)` - opens a file

`name = fname.read()` - reads all of the text of fname into a string

`name = fname.readlines()` - reads the text of fname into a list where each line is its own element

`name = str_name.split()` - splits a string on whitespace

`name = str_name.strip()` - strips all whitespace off the beginning and end of the string

List functions

List assignment: **name**[**index**] = **value**

List creation: **name** = [**value**] * **length**

name = [**value**, **value**, **value**, ..., **value**]

List length: `len(name)`

Sets

Adding to a set: **name**.add(**value**)

Set creation: `set()`

Set size: `len(name)`

Dictionaries

Adding to a dictionary: **name**[**key**] = **value**

Accessing elements : **othename** = **name**[**key**]

Dictionary creation: **name** = {}

Dictionary size: `len(name)`

in keyword: used to check if an element is in a structure