



Python Reference Sheet

CS IN SCHOOLS

Displaying text on the screen

```
print("Hello, world!")
```

Pausing until the user presses [Enter] to continue

```
input("Press [Enter] to continue")
```

Comments

```
# These are comments, everything after
# the hash sign is ignored by python
```

Letting the user enter text, display it to the screen

```
name = input("Please enter your name:")

print("Hi, " + name + ", how are you?")
```

IF statement

```
if name == "Joan":
    print("My name is Joan too!")
print("Have a nice day!")

# Note:"Have a nice day!" is always shown
# because it is not part of the IF
# code block
```

IF "not equal to"

```
if name != "Tom":
    print("Have you seen Tom, btw?")
```

Multiple IF statements

```
if name == "Joan":
    print("My name is Joan too!")
if name == "John":
    print("My brother's name is John.")
if name == "Hugo":
    print("My best friend is called Hugo.")
print("Bye now!")
```

Repeating Code

```
from csinsc import * # using code from
                    # the csinsc module
                    # needed for goto

label .ask_again
password = input("Enter password:")

if password != "letmein":
    print("Incorrect, try again.")
    goto .ask_again

print("Welcome inside!")
```

Displaying Text in Colours

```
from csinsc import * # using code from
                    # the csinsc module
                    # needed for colour

print(Colour.red + "In Red.")
print(Colour.blue + "In Blue.")
print(Highlight.blue + "Blue highlight.")
print(Highlight.green + "Green HL")
print(Style.bold + "In bold")
print(Style.underline + "Underlined")
print(Colour.reset + "Back to normal")

print(Colour.red + Highlight.blue +
Style.bold + "Combined red text, blue
highlight and bolded!")
```

Colours and Styles

Colour.grey	Highlight.grey
Colour.red	Highlight.red
Colour.green	Highlight.green
Colour.yellow	Highlight.yellow
Colour.orange	Highlight.orange
Colour.blue	Highlight.blue
Colour.magenta	Highlight.magenta
Colour.cyan	Highlight.cyan
Colour.white	Highlight.white
Style.bold	Style.underline