

# Cheat sheet: Function & modules

## Function definition

```
def fname(arg, kwarg=defval, ..):  
    """Documentation ..."""  
    ..  
    return result
```

## Function call

```
fname(arg, .. kwarg=kwvalue, ..)
```

## None (singleton)

```
item is None, item is not None
```

## Comparision

```
==, /=      checking on value  
is, is not  checking on identity  
            (same object in mem.?)
```

## Module definition

```
module name = name of file  
              containing the module
```

## Module import

```
import modulename  
import modulename as newname  
from modulename import entity
```

# Cheat sheet: Numpy arrays

## Creating numpy array

```
np.array([1, 2, 3], dtype=float)
np.array([[1.0, 2.0], [3.0, 4.0]])
np.array(otherarray)    (copy)
np.empty((3, 3), dtype=float)
np.zeros(..)
np.ones(..)
```

**rank** number of indices

**size** number of all elements

**Array elements** `arr[i1, i2, ...]`

## Array slices

at least one index is a range

```
arr[1, 2:3], arr[1, :]
```

Slices = **array views** (mutable!)

## Array shape

```
arr.shape()
```

## Elementwise array operators

`+, -, *, /, **, <, >, <=, >=, !=`  
ufuncs (`np.sin, np.sqrt, ..`)

## Matrix multiplication

`A @ B, np.dot(A, B)`

## Reduction

```
np.sum(..)
```

```
np.product(..)
```

## Broadcasting

Array repeated along missing axes

Axes inserted **before** existing ones

`np.newaxis` Inserting axis at  
arbitrary position

## Iteration over array

Behaves as `iter.` over nested list