

Pocket Reference: Topics 3 & 4

Built-In Functions and Logic & Control Flow on one sheet. Keep it open beside your Jupyter notebook — look up the syntax, copy the pattern, change the values.

- Topic 3 · Built-In Functions
- Topic 4 · Logic & Control Flow
- Common mistake — read twice

03 Built-In Functions

Functions & methods · lists · strings · f-strings · libraries

3.1 Function or method? Look for the dot

A **function** is a general helper you call on its own. A **method** belongs to an object and is reached through a dot.

SYNTAX

```
result = function_name(object)    # function
object.method_name()              # method
```

FUNCTION	METHOD
<code>sorted(my_list)</code>	<code>my_list.sort()</code>
<code>len("hello")</code>	<code>"hello".upper()</code>
<code>max(daily_sales)</code>	<code>daily_sales.append(190)</code>

You never need to know **how** a function is written — only what goes in and what comes out.

3.2 round(), max() and help()

```
daily_sales = [120, 135, 142, 128, 180, 165, 190]
```

```
best = max(daily_sales)          # 190
average = sum(daily_sales) / 7   #
151.42857142857142
round(average, 2)                # 151.43
```

SYNTAX

```
round(number, ndigits)
```

`ndigits` is optional. Leave it out and you get a whole number:
`round(1.58)` → `2`.

Forgot how a function works? Run `help(round)` in a cell. Ask Copilot too, then check its answer against `help()`.

3.3 sorted() vs .sort()

This is the one that catches everyone. **sorted()** gives you a new list. **.sort()** rearranges the original and returns **None**.

```
full = [50, 20, 80]
a = sorted(full)
print(a)      # [20, 50, 80]
print(full)   # [50, 20, 80] ← untouched
```

```
full = [50, 20, 80]
full.sort()
print(full)   # [20, 50, 80] ← original order gone
print(full.sort()) # None ← don't print the call!
```

Both accept `reverse=True` for descending order. `reversed(x)` flips the order without sorting — wrap it in `list()` to see it.

3.4 List methods — the full toolbox

METHOD	DOES
<code>.append(x)</code>	Adds x to the end
<code>.insert(i, x)</code>	Inserts x at index i
<code>.pop(i)</code>	Removes item at i <i>and hands it back</i>
<code>.remove(x)</code>	Removes the first item equal to x
<code>.index(x)</code>	Position of the first item equal to x
<code>.count(x)</code>	How many times x appears

```
condo = [53, 72, 111, 152, 221]
condo.index(111)  # 2
condo.count(221)  # 1
list(reversed(condo)) # [221, 152, 111, 72, 53]
```

3.5 try-except: handle a missing item

`.index()` raises a **ValueError** when the item isn't in the list. Catch it instead of letting the program crash.

```
try:
    pos = name_list.index(name)
    print(f"Found in position {pos + 1}")
except ValueError:
    print(f"Name {name} is not found")
```

Watch the **colon** at the end of each header line and the **4-space indent** underneath. Miss either and you get an **IndentationError** or **SyntaxError**.

Python runs the `try` block first. Only if a **ValueError** happens does it jump to `except`.

3.7 split() and join()

The bridge between text and lists: break text apart, glue a list together.

```
address = "Orchard Road, Istana, Singapore 238823"

parts = address.split(", ")
# ['Orchard Road', 'Istana', 'Singapore 238823']

" | ".join(parts)
# 'Orchard Road | Istana | Singapore 238823'
```

Read join() backwards: the separator goes first, the list goes inside the brackets.

This matters later: a CSV file is just text split on commas — exactly what Pandas does for you in Topic 7B.

3.6 String methods

```
a = " Hello Python "
```

METHOD	DOES	RESULT
<code>a.upper()</code>	All capitals	" HELLO PYTHON "
<code>a.lower()</code>	All small letters	" hello python "
<code>a.strip()</code>	Trims spaces at both ends	"Hello Python"
<code>a.count('o')</code>	Counts a smaller string	1
<code>a.find('on')</code>	Index of first match	11
<code>a.find('ON')</code>	Not found	-1

Strings are immutable. These methods return a **new** string — `a.upper()` alone changes nothing. Store it: `drink = drink.upper()`

3.8 f-string format specifiers

Everything after the `:` inside the braces controls how the value looks.

CODE	EXAMPLE	OUTPUT
<code>:.2f</code>	<code>f"{4.5:.2f}"</code>	4.50
<code>:,</code>	<code>f"{1234567:,}"</code>	1,234,567
<code>:<10</code>	<code>f"['teh':<10]"</code>	[teh]
<code>:>10</code>	<code>f"['teh':>10]"</code>	[teh]
<code>:^10</code>	<code>f"['teh':^10]"</code>	[teh]
<code>:*^10</code>	<code>f"['teh':*^10]"</code>	[***teh***]

They stack, in this order: **fill, align, width, comma, decimals**.

```
f"{9876.5:>10,.2f}" # ' 9,876.50'
```

3.9 Libraries: math and random

A library is ready-made code someone else wrote. `math` and `random` ship with Python — no install needed — but you must **import** them in your notebook before use.

IMPORT STYLE	YOU THEN WRITE	USE WHEN
<code>import math</code>	<code>math.pi</code> , <code>math.sqrt(9)</code>	You want the whole package (safest, clearest)
<code>from math import pi</code>	<code>pi</code>	You need one or two specific items
<code>from math import radians as rad</code>	<code>rad(90)</code>	The real name is long or clashes

```
import math
circumference = 2 * math.pi * radius
area = math.pi * radius ** 2
```

RANDOM	GIVES YOU
<code>random()</code>	A float from 0 up to (not including) 1
<code>randint(a, b)</code>	A whole number from a to b — b included
<code>choice(a_list)</code>	One randomly picked item
<code>shuffle(a_list)</code>	Shuffles the list in place (returns None)
<code>seed(n)</code>	Same seed → same "random" numbers. Use it while testing.

```
from random import choice
winner = choice(["Siti", "Wei Ming", "Kumar", "Mary"])
```

4.1 Comparison operators

Every comparison answers with a **bool** — `True` or `False`. Nothing else.

OPERATOR	ASKS	EXAMPLE
<code>==</code>	Equal to?	<code>3 == 3</code> → <code>True</code>
<code>!=</code>	Not equal to?	<code>3 != 5</code> → <code>True</code>
<code>></code> <code><</code>	Greater / less than?	<code>5 > 8</code> → <code>False</code>
<code>>=</code> <code><=</code>	At least / at most?	<code>7 >= 7</code> → <code>True</code>

`=` puts a value into a variable. `==` asks a question. Using `=` inside an `if` is a `SyntaxError`.

4.2 and · or · not

OPERATOR	TRUE WHEN	EXAMPLE
<code>and</code>	Both sides are True	<code>price < 500000 and area >= 70</code>
<code>or</code>	At least one side is True	<code>tiny or huge</code>
<code>not</code>	Flips the answer	<code>not sold_out</code>

Order Python works in: comparisons first, then `not`, then `and`, then `or`.

```
age >= 60 or member and weekend
# Python reads this as:
age >= 60 or (member and weekend)
```

Add brackets whenever you mix `and` with `or`. Your reader shouldn't have to remember the rule.

4.3 if / elif / else

SYNTAX

```
if condition_1:
    # runs when condition_1 is True
elif condition_2:
    # runs only if the one above was False
else:
    # runs when nothing above matched
```

- ☐ **Colon** at the end of `if`, `elif` and `else` line. every
- ☐ **Indent 4 spaces** for the block underneath.
- ☐ **elif and else are optional** — an `if` can stand alone.

```
flat = "two_room"

if flat == "three_room":
    print("A 3 room flat")
else:
    print("Looking elsewhere")
```

4.4 First match wins — then it stops

Python checks each condition **in order**, runs the first one that is `True`, and skips the rest.

```
if area > 70:
    print("big place!")
elif area > 50:
    print("medium, nice!")
else:
    print("pretty small!")
```

AREA	CHECKS	PRINTS
80	<code>80 > 70</code> ✓	big place!
56	<code>56 > 70</code> ✗ → <code>56 > 50</code> ✓	medium, nice!
45	both ✗	pretty small!

Order matters. Put the **narrowest** condition first — if you check `area > 50` before `area > 70`, the second one can never run.

4.5 Nested if — a decision inside a decision

Use it when the second question only makes sense once the first is answered.

```
if flat == "four_room":
    if area > 70:
        print("A big 4 room")
    else:
        print("A cosy 4 room")
else:
    print("Not a 4 room")
```

The inner `if` is indented **one more level** (8 spaces). It only runs when the outer condition is `True`.

IndentationError almost always means a block is indented by a different amount from its neighbours. Keep every level at 4 spaces and never mix tabs with spaces.

4.6 Ternary — a decision on one line

SYNTAX

```
value = value_if_true if condition else
value_if_false
```

Read it in the middle first: "give me a, if a < b, otherwise b."

LONG WAY	TERNARY
if a < b: smaller = a else: smaller = b	smaller = a if a < b else b

Only the **value** goes on each side — never a second `=`.
`smaller = a if a < b else smaller = b` is a `SyntaxError`.

Use a ternary to **pick one value**. If you need to run several statements, use a normal `if`.

05 When to use what

Pick the right tool in one glance

Sorting a list

Keep the original order too	<code>sorted(x)</code>
Don't need the old order	<code>x.sort()</code>
Highest first	<code>sorted(x, reverse=True)</code>
Just flip the order	<code>list(reversed(x))</code>

If you ever write `x = x.sort()`, your list becomes `None`. Use `sorted()` when you want a result back.

Finding something

Where is it in a list?	<code>my_list.index(x)</code>
Where is it in text?	<code>text.find(sub)</code>
How many are there?	<code>.count(x)</code>
Is it there at all?	<code>x in my_list</code>

`.find()` returns `-1` when nothing matches. `.index()` raises a **ValueError** — wrap it in `try-except`.

Writing a decision

One thing to check	<code>if</code>
Two outcomes	<code>if / else</code>
Three or more bands	<code>if / elif / else</code>
Second question depends on the first	<code>nested if</code>
Picking one value	<code>ternary</code>

Before you ask for help — run this checklist

- ☐ Did I import the library? `math.sqrt()` fails with a `NameError` until you run `import math`.
- ☐ Did I store the result? String and `sorted()` results are new values — `name.upper()` on its own changes nothing.
- ☐ Did I print a method that returns `None`? `print(x.sort())` and `print(x.append(1))` both show `None`.
- ☐ Is every header line ended with a colon? `if`, `elif`, `else`, `try`, `except`.
- ☐ Is every block indented by 4 spaces? Same amount for every line in the block.
- ☐ Did I use `==` and not `=` inside the `if`?

Check yourself

1 · What is printed?

```
x = [3, 1, 2]
print(x.sort())
```

None — `.sort()` changes `x` but hands nothing back.

2 · What is the output?

```
print(f"{1234.5:,.2f}")
```

1,234.50 — comma for thousands, then 2 decimals.

3 · What does `s` become?

```
s = " Kopi "
```

```
s.strip()
```

"Kopi" — unchanged. You must write `s = s.strip()`.

4 · What prints when `area = 80` ?

```
if area > 50:
    print("medium")
elif area > 70:
    print("big")
```

medium — the first True wins, so "big" can never run. Reorder the conditions.

5 · What is `label` ?

```
score = 45
label = "Pass" if score >= 50
else "Fail"
```

"Fail" — the condition is False, so the value after `else` is used.

6 · Which line raises an error?

```
n = [5, 6]
n.index(6)
n.index(9)
```

`n.index(9)` — `ValueError`. Wrap it in `try-except`.