Python Pocket Reference

Introduction

Python is a general-purpose, multi-paradigm, open source computer programming language, with support for object-oriented, functional, and procedural coding structures. It is commonly used for both standalone programs and scripting applications in a wide variety of domains, and is generally considered to be one of the most widely used programming languages in the world.

Among Python's features are an emphasis on code readability and library functionality, and a design that optimizes developer productivity, software quality, program portability, and component integration. Python programs run on most platforms in common use, including Unix and Linux, Windows and Macintosh, Java and .NET, Android and iOS, and more.

This *pocket reference* summarizes Python types and statements, special method names, built-in functions and exceptions, commonly used standard library modules, and other prominent Python tools. It is intended to serve as a concise reference tool for developers and is designed to be a companion to other books that provide tutorials, code examples, and other learning materials.

This *fifth edition* covers both Python 3.X and 2.X. It focuses primarily on 3.X, but also documents differences in 2.X along the way. Specifically, this edition has been updated to be current with Python versions *3.3* and *2.7* as well as prominent enhancements in the imminent *3.4* release, though most of its content also applies to both earlier and later releases in the 3.X and 2.X lines.

This edition also applies to all major implementations of Python—including CPython, PyPy, Jython, IronPython, and Stackless—and has been updated and expanded for recent changes in language, libraries, and practice. Its changes include new coverage of the MRO and `super()`; formal algorithms of inheritance, imports, context managers, and block indentation; and commonly-used library modules and tools, including `json`, `timeit`, `random`, `subprocess`, `enum`, and the new Windows launcher.