

Python Built-in Functions – Quick Reference Sheet

Function	Explanation
abs(x)	Return the absolute value of a number.
all(iterable)	True if all elements are true.
any(iterable)	True if at least one element is true.
ascii(object)	Return a string with ASCII representation.
bin(x)	Convert an integer to binary string.
bool(x)	Convert a value to True/False.
breakpoint()	Enter the debugger at the call site.
bytearray()	Create a mutable byte array.
bytes()	Create an immutable bytes object.
callable(x)	Return True if the object appears callable.
chr(i)	Return the string representing a character from Unicode code.
classmethod()	Transform a method into a class method.
compile()	Compile source into a code object.
complex()	Create a complex number.
delattr(obj, name)	Delete attribute from an object.
dict()	Create a dictionary.
dir()	List attributes of an object.
divmod(a, b)	Return quotient and remainder.
enumerate()	Return an enumerate object.
eval(expr)	Evaluate a Python expression.
exec(obj)	Execute Python code dynamically.
filter(func, iterable)	Filter elements by a function.
float()	Convert to floating point number.
format()	Return formatted string.
frozenset()	Create an immutable set.
getattr(obj, name)	Get attribute of an object.
globals()	Return dictionary of global variables.
hasattr(obj, name)	Check if object has an attribute.
hash()	Return the hash value of an object.
help()	Invoke the built-in help system.
hex(x)	Convert to hexadecimal string.
id(obj)	Return the identity of an object.
input()	Read input from the user.
int()	Convert a value to integer.

isinstance(obj, class)	Check if object is an instance of class.
issubclass(cls, classinfo)	Check if class is a subclass.
iter()	Return an iterator object.
len()	Return number of items in object.
list()	Create a list.
locals()	Return dictionary of local variables.
map(func, iterable)	Apply a function to each element.
max()	Return the largest value.
memoryview()	Create a memory view object.
min()	Return the smallest value.
next()	Return the next item from iterator.
object()	Return a new object.
oct(x)	Convert to octal string.
open()	Open a file.
ord(ch)	Return Unicode code point of a character.
pow(x, y)	Return x raised to the power y.
print()	Print to the console.
property()	Return a property attribute.
range()	Return a range object (sequence of numbers).
repr(obj)	Return string representation of object.
reversed()	Return a reversed iterator.
round(x, n)	Round number with n decimals.
set()	Create a set.
setattr(obj, name, value)	Set attribute of an object.
slice()	Create a slice object.
sorted()	Return a sorted list.
staticmethod()	Transform a method into a static method.
str()	Convert object to string.
sum()	Return the sum of elements.
super()	Return a proxy for parent class.
tuple()	Create a tuple.
type()	Return the type of an object.
vars()	Return <code>__dict__</code> of an object.
zip()	Return iterator combining multiple iterables.
<code>__import__()</code>	Import a module programmatically.