Cheat sheet: turning Scratch into Python

Try out your new text-based programming skills with these awesome Python projects: rpf.io/startpython

INPUT

```python
card = input('Which card did you pick?')
```

OUTPUT

```python
print('Hello World!')
print(foo)
```

SELECTION
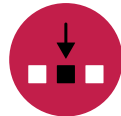
```python
if foo > 10:
    print("foo is greater than 10")
elif foo < 10:
    print("foo is less than 10")
else:
    print("foo is equal to 10")
```

VARIABLES

```python
foo = 10
bar = "some text"
```

```python
foo = foo + 1
#or
foo += 1
```

RANDOM

```python
from random import randint
foo = randint(1, 10)
```

LISTS
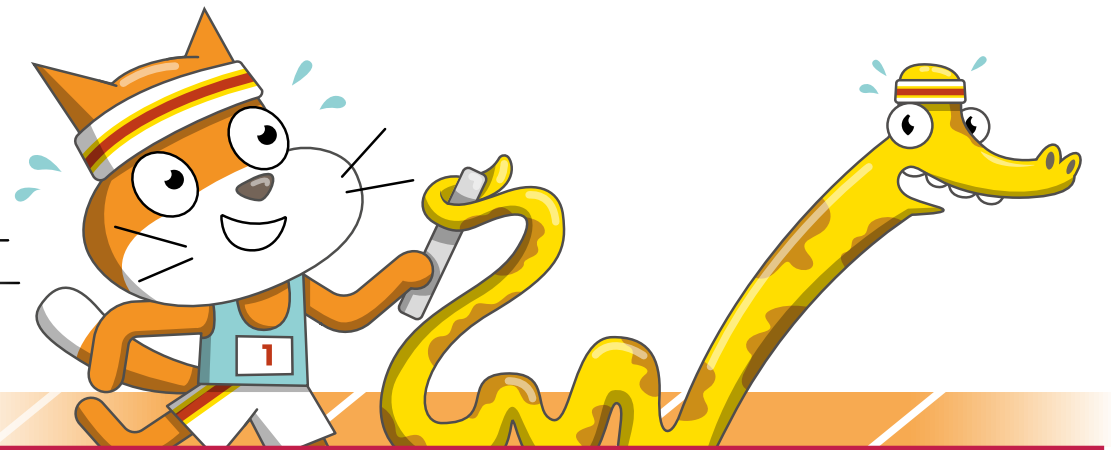
```python
hand = ['ace',
        'king',
        'queen',
        'jack',
        'ten']
```

```python
hand.append('nine')
```

```python
hand.pop(0)
```

LOOPS

```python
while True:
    foo += 1
```

```python
while not foo > 10:
    print(foo)
```

```python
for i in range(10):
    print('hello')
```

CONCATENATION

```python
foo = "hello" + "world!"
```