

Pathlib Cheat Sheet

Path

Path objects convert to either PosixPath or WindowsPath, depending on the system it's being used. You will probably import and use Path most of the time.

Path Creation

Path.cwd()[†]
Path.home()[†]: *New in 3.5*
Path(*pathsegments)

Combining

.joinpath(*other)
path / *other

Conversion

.as_posix()
.as_uri()
.relative_to(*other)
.with_name(name)
.with_stem(stem): *New in 3.9*
.with_suffix(suffix)

File/Folder iteration

.iterdir()[†]
.glob(pattern)[†]
.rglob(pattern)[†]

File/Folder information

.group()[†]
.lstat()[†]
.owner()[†]
.stat()[†]

Properties

.anchor
.drive
.name
.parent
.parents
.parts
.root
.stem
.suffix
.suffixes

Boolean methods

.exists()[†]
.is_absolute()
.is_block_device()[†]
.is_char_device()[†]
.is_dir()[†]
.is_fifo()[†]
.is_file()
.is_mount()[†]: *New in 3.7*
.is_reserved()
.is_relative_to(*other): *New in 3.9*
.is_socket()[†]
.is_symlink()[†]
.match(glob_pattern)
.samefile(other_path)[†]: *New in 3.5*

Utility functions

.chmod(mode)[†]
.expanduser()[†]: *New in 3.5*
.lchmod(mode)[†]
.link_to(target)[†]
.mkdir(mode=0o777, parents=False, exist_ok=False)[†]
.open(mode='r', buffering=-1, encoding=None, errors=None, newline=None)[†]
.read_bytes()[†]: *New in 3.5*
.read_text(encoding=None, errors=None)[†]: *New in 3.5*
.readlink()[†]: *New in 3.9*
.rename(target)[†]
.replace(target)[†]
.resolve(strict=False)[†]: *New in 3.6: The strict argument (pre-3.6 behavior is strict).*
.rmdir()[†]
.symlink_to(target, target_is_directory=False)[†]
.touch(mode=0o666, exist_ok=True)[†]
.unlink(missing_ok=False)[†]
.write_bytes(data)[†]: *New in 3.5*
.write_text(data, encoding=None, errors=None)[†]: *New in 3.5*

Learn more at <https://docs.python.org/3/library/pathlib.html>

[†] Pure paths do not interact with the operating system and do not have this method.