

# Python Idioms

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## What is an idiom?

“The specific grammatical, syntactic, and structural character of a given language.”

“A commonly used and understood way of expressing an fact, idea or intention.”

## Why care about Python idioms?

“Programs must be written for people to read, and only incidentally for machines to execute.”

- *Abelson & Sussman, SICP*

“There should be one - and preferably only one - obvious way to do it.”

- *Tim Peters, The Zen of Python (PEP 20)*

- The use of commonly understood syntax or coding constructs can aid readability and clarity.
- Some idioms can be faster or use less memory than their “non-idiomatic” counterparts.
- Python's idioms can make your code Pythonic!

# Ten idioms

(In no particular order)

1. Make a script both importable and executable

```
if __name__ == '__main__':
```

## Example

```
def main():  
    print('Doing stuff in module', __name__)  
  
if __name__ == '__main__':  
    print('Executed from the command line')  
    main()
```

```
$ python mymodule.py  
Executed from the command line  
Doing stuff in module __main__
```

```
>>> import mymodule  
>>> mymodule.main()  
Doing stuff in module mymodule
```

## 2. Test for “truthy” and “falsy” values

**if x:**

**if not x:**

## Example

```
# GOOD
name = 'Safe'
pets = ['Dog', 'Cat', 'Hamster']
owners = {'Safe': 'Cat', 'George': 'Dog'}
if name and pets and owners:
    print('We have pets!')
```

  

```
# NOT SO GOOD
if name != '' and len(pets) > 0 and owners != {}:
    print('We have pets!')
```

- Checking for truth doesn't tie the conditional expression to the type of object being checked.
- Checking for truth clearly shows the code's intention rather than drawing attention to a specific outcome.

## What is truth?

| True   | False  |
|--|--|
| Non-empty string   | Empty string   |
| Number not 0   | Number 0   |
| Non-empty container: <code>len(x) &gt; 0</code>              | Empty container: <code>len(x) == 0</code>                    |
| -  | None   |
| True   | False  |
| <code>__nonzero__</code> (2.x) / <code>__bool__</code> (3.x) | <code>__nonzero__</code> (2.x) / <code>__bool__</code> (3.x) |

### 3. Use **in** where possible

Contains:

```
if x in items:
```

Iteration:

```
for x in items:
```

### Example (contains)

```
# GOOD
name = 'Safe Hammad'
if 'H' in name:
    print('This name has an H in it!')

# NOT SO GOOD
name = 'Safe Hammad'
if name.find('H') != -1:
    print('This name has an H in it!')
```

- Using **in** to check if an item is in a sequence is clear and concise.
- Can be used on lists, dicts (keys), sets, strings, and your own classes by implementing the `__contains__` special method.



## Example (iteration)

```
# GOOD
pets = ['Dog', 'Cat', 'Hamster']
for pet in pets:
    print('A', pet, 'can be very cute!')

# NOT SO GOOD
pets = ['Dog', 'Cat', 'Hamster']
i = 0
while i < len(pets):
    print('A', pets[i], 'can be very cute!')
    i += 1
```

- Using **in** to for iteration over a sequence is clear and concise.
- Can be used on lists, dicts (keys), sets, strings, and your own classes by implementing the `__iter__` special method.

## 4. Swap values without temp variable

**a, b = b, a**

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