

# 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**

# Example

# GOOD

```
a, b = 5, 6  
print(a, b)
```

```
# 5, 6
```

```
a, b = b, a  
print(a, b)
```

```
# 6, 5
```

# NOT SO GOOD

```
a, b = 5, 6  
print(a, b)
```

```
# 5, 6
```

```
temp = a  
a = b  
b = temp  
print(a, b)
```

```
# 6, 5
```

- Avoids polluting namespace with temp variable used only once.

# 5. Build strings using sequence

```
'' .join(some_strings)
```

# Example

# GOOD

```
chars = ['S', 'a', 'f', 'e']  
name = ''.join(chars)  
print(name) # Safe
```

# NOT SO GOOD

```
chars = ['S', 'a', 'f', 'e']  
name = ''  
for char in chars:  
    name += char  
print(name) # Safe
```

- The join method called on a string and passed a list of strings takes linear time based on length of list.
- Repeatedly appending to a string using '+' takes quadratic time!



## 6. EAFP is preferable to LBYL

“It's **Easier to Ask for Forgiveness than Permission.**”

“**Look Before You Leap**”

**try:**                      **v.**            **if ...:**  
**except:**

# Example

```
# GOOD
```

```
d = {'x': '5'}
```

```
try:
```

```
    value = int(d['x'])
```

```
except (KeyError, TypeError, ValueError):
```

```
    value = None
```

```
# NOT SO GOOD
```

```
d = {'x': '5'}
```

```
if 'x' in d and \
```

```
    isinstance(d['x'], str) and \
```

```
    d['x'].isdigit():
```

```
    value = int(d['x'])
```

```
else:
```

```
    value = None
```

- Throwing exceptions is not “expensive” in Python unlike e.g. Java.
- Rely on duck typing rather than checking for a specific type.

# 7. Enumerate

```
for i, item in enumerate(items):
```

# Example

**# GOOD**

```
names = ['Safe', 'George', 'Mildred']
for i, name in enumerate(names):
    print(i, name)    # 0 Safe, 1 George etc.
```

**# NOT SO GOOD**

```
names = ['Safe', 'George', 'Mildred']
count = 0
for name in names:
    print(i, name)    # 0 Safe, 1 George etc.
    count += 1
```

- Available since Python 2.3!
- Use the `start` parameter available since Python 2.6 to start at a number other than 0.

## 8. Build lists using list comprehensions

```
[i * 3 for i in data if i > 10]
```

# Example

# GOOD

```
data = [7, 20, 3, 15, 11]
result = [i * 3 for i in data if i > 10]
print(result)    # [60, 45, 33]
```

# NOT SO GOOD (MOST OF THE TIME)

```
data = [7, 20, 3, 15, 11]
result = []
for i in data:
    if i > 10:
        result.append(i * 3)
print(result)    # [60, 45, 33]
```

- Very concise syntax.
- Be careful it doesn't get out of hand (in which case the second form can be clearer).

## 9. Create dict from keys and values using zip

```
d = dict(zip(keys, values))
```

# Example

# GOOD

```
keys = ['Safe', 'Bob', 'Thomas']
values = ['Hammad', 'Builder', 'Engine']
d = dict(zip(keys, values))
print(d) # {'Bob': 'Builder',
          'Safe': 'Hammad',
          'Thomas': 'Engine'}
```

# NOT SO GOOD

```
keys = ['Safe', 'Bob', 'Thomas']
values = ['Hammad', 'Builder', 'Engine']
d = {}
for i, key in enumerate(keys):
    d[keys] = values[i]
print(d) # {'Bob': 'Builder',
          'Safe': 'Hammad',
          'Thomas': 'Engine'}
```

- There are several ways of constructing dicts!



# 10. And the rest ... !

- `while True:`
  - `break # This will spark discussion!!!`
- Generators and generator expressions.
- Avoid `from module import *`
  - Prefer: `import numpy as np; import pandas as pd`
- Use `_` for “throwaway” variables e.g.:
  - `for k, _ in [('a', 1), ('b', 2), ('c', 3)]`
- `dict.get()` and `dict.setdefault()`
- `collections.defaultdict`
- Sort lists using `l.sort(key=key_func)`

```
".join(['T', 'h', 'a', 'n', 'k', 's', '!'])
```

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