Storing user input to a variable

```
name = str(input("What's your name"))
```

Better Version:

```
name = input("What's your name")
# input fucniton arleady returns string
```

check if a variable is True or False in an if statement

```
isPrime = True
if isPrime == True:
    ...
if isPrime == False:
    ...
```

Better Version:

```
isPrime = True
if isPrime:
    ...
if not isPrime:
    ...
```

```
# if statements already evaluate is a variable is True.
# place a "not" will reverse the evaluation, but not the a
ctual boolean value
```

Check if player variable is the same as "Rock", "rock", "R" or "r"

```
if player == "Rock" or player == "R" or player == "r" or p
layer == 'rock':
```

Better Version:

```
if player in ["Rock", "R", "r", "rock"]:

# check if player is equivalent to any of the item in the

list

# OR

if player.lower() in ["r", "rock"]:

# further simplify by changing input to all lowercase
```

Loop for 10 times

```
for i in range(0,10):
...
```

Better Version:

```
for i in range(10):
    ...
# 0 is the default lower bound
```

Print a long message

```
print("This is a boring text document and I have no idea h
ow I made it through reading this.\nThis assignment is sup
er boring too but it will be helpful")
```

Better Version:

Print the same statment for 5 times

```
print("~~~~~")
```

```
print("~~~~~~")
print("~~~~~")
print("~~~~")
print("~~~~")
```

Better Version:

```
for i in range(5):
    print("~" * 10)
# Use a loop
```

Proper Function Documentation

```
Returns
    int
        an integer randomly picked in range [l,h)
    0.00
    return random.randint(l, h)
def greeting ():
    0.000
    display "Hello World!" on the console
    Parameters
    NONE
    Returns
    NONE
    0.000
```

print("Hello World!")