

# 10 Days of Python Tips : Day-3

Inspired by the article by **Fatos Morina**.

Link: <https://towardsdatascience.com/100-helpful-python-tips-you-can-learn-before-finishing-your-morning-coffee-eb9c39e68958>

Do you want to learn Python, SQL, Django, Machine Learning, Deep Learning, and Statistics in one-on-one classes 🤔

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## 1. You can use the underscore character anywhere in the name of a variable

This means, anywhere you want, as many times as you want in the name of a variable:

```
In [2]: a_____b = "abcd" # this works
```

```
In [3]: _a_b_c_d = "abcd" # this also works
```

I am not encouraging you to use it, but in case you see a weird naming of a variable like that, know that it is actually a valid name of a variable

## 2. You can separate big numbers with the underscore

This way it can be easier to read them.

```
In [6]: print(1_000_000_000)
print(1_234_567)
```

1000000000  
1234567

### 3. Reverse the ordering of a list

```
In [7]: my_list = ['a', 'b', 'c', 'd']  
        my_list.reverse()  
        print(my_list) # ['d', 'c', 'b', 'a']  
        ['d', 'c', 'b', 'a']
```

### 4. Slice a string using a step function

```
In [8]: my_string = "This is just a sentence"  
        print(my_string[0:5]) # This  
  
        # Take three steps forward  
        print(my_string[0:10:3]) # Tsse  
  
        This  
        Tssu
```

### 5. Reverse slicing

```
In [9]: my_string = "This is just a sentence"  
        print(my_string[10:0:-1]) # suj si sih  
  
        # Take two steps forward  
        print(my_string[10:0:-2]) # sjs i  
  
        suj si sih  
        sjs i
```

### 6. Partial Slicing with just the beginning or ending index

Indices indicating the start and end of slicing can be optional.

```
In [10]: my_string = "This is just a sentence"
print(my_string[4:]) # is just a sentence

print(my_string[:3]) # Thi
is just a sentence
Thi
```

## 7. Floor division

```
In [11]: print(3/2) # 1.5
print(3//2) # 1
1.5
1
```

## 8. Difference between == and “is”

“is” checks whether 2 variables are pointing to the same object in memory.

“==” compares the equality of values that these 2 objects hold.

```
In [12]: first_list = [1, 2, 3]
second_list = [1, 2, 3]

# Is their actual value the same?
print(first_list == second_list) # True

# Are they pointing to the same object in memory
print(first_list is second_list)
# False, since they have same values, but in different objects in memory

third_list = first_list

print(third_list is first_list)
# True, since both point to the same object in memory

True
False
True
```

## 9. Merge 2 dictionaries quickly

```
In [13]: dictionary_one = {"a": 1, "b": 2}
dictionary_two = {"c": 3, "d": 4}

merged = {**dictionary_one, **dictionary_two}

print(merged) # {'a': 1, 'b': 2, 'c': 3, 'd': 4}
{'a': 1, 'b': 2, 'c': 3, 'd': 4}
```

## 10. Check whether a string is larger than another string

```
In [14]: first = "abc"
second = "def"
print(first < second) # True
second = "ab"
print(first < second) # False

True
False
```