

# The `__name__` Variable

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The `__name__` variable is a built-in variable which will automatically be assigned a value by Python when a Python code is executed. It contains the name of the module that is being executed.

## Main Module and the `__name__` Variable

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Let us say that there is a module called `foo.py`, and within it, there is just a single line of code:

```
print __name__.
```

```
1 # foo.py
2 print __name__
3
4 # =====
5 # Output
6 # =====
```

Now, when you execute `foo.py` from the command prompt, the string "`__main__`" will be printed out.

The `__name__` variable contains the string "`__main__`" if you execute the module directly.

## Imported Module and the `__name__` Variable

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The `__name__` variable will have the string "`__main__`" only if you are executing a module directly from the command prompt. However, if you are importing a module from another module, then that first module's `__name__` variable will have its module's name in string.

```
1 # =====
2 # foo.py
3 # =====
4
5 print "foo's __name__ :", __name__
6
7 # =====
8 # bar.py
9 # =====
10
11 import foo.py
12
13 print "bar's __name__ :", __name__
```

If you execute the `bar` module above, you will notice that it will immediately print out "`foo's __name__ : foo`" and then print out "`bar's __name__ : __main__`". As you can see, since you directly executed the `bar` module from the command prompt, its `__name__` variable has the string "`__main__`", and since the `foo` module was an imported module, its `__name__` variable has the string `foo`.

## Main Takeaway

You **must** write `if __name__ == "__main__":` in every module that you plan to directly execute on CMD.

```
1  # module.py
2
3  # your import statements go here.
4  import math
5
6  # your global constants go here.
7  GLOBAL_VAR1 = 3.4123
8
9  def foo():
10     # function foo's code goes here.
11
12  def bar():
13     # function bar's code goes here.
14
15  if __name__ == "__main__":
16     # Your main code goes here.
17     # All your module-wide variables should be defined here.
18     # All your function calls should be written here.
19     # ... etc.
20     x = 0
21     y = 1
22     # ... etc.
23     foo()
24     bar()
25     # ... etc.
```