

THE MAGIC OF PYTHON UNDERSCORES

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THE SINGLE underscore

- = “I don’t care about this variable”
- Example:

```
>>> magic_var = ['I', 'am', 'magic']
>>> _, _, v = magic_var
>>> _
'am'
>>> v
'magic'
```



THE SINGLE UNDERSCORE

- = return the last seen expression

- Example:

>>> 1+1	(cont'd)
2	>>> _.append('i')
>>> _	>>> _.append ('am')
2	>>> _.append ('magic!')
>>> []	>>> _
[]	>>> ['I', 'am', 'magic']
>>> _	2
[]	>>> _
	2



THE SINGLE UNDERSCORE

- = return the last seen calculation...not always!
- Exception 😱😱😱

```
>>> magic_var = ['I', 'am', 'magic']
>>> _, _, v = magic_var
>>> 1+1
2
>>> _
'magic'
```



THE SINGLE LEADING UNDERSCORE

- = “This variable is for internal use”
 - Just a programmer’s convention
 - There are exceptions... 🤷‍♂️ 🤷‍♂️ 🤷‍♂️
- Example:

```
>>> class Magic:  
    def __init__(self):  
        self.normal_magic = 10  
        self._mega_magic = 1000000  
  
>>> magic = Magic()  
>>> magic.normal_magic  
10  
>>> magic._mega_magic  
1000000
```



THE SINGLE LEADING UNDERSCORE

- = “This function is for internal use” a.k.a. “the wildcard conundrum”

- **Exception** 🤬🤬🤬

```
leading_underscore.py
>>> def external_magic():
        return "I am external. My magic is safe."
>>> external_magic()
'I am external. My magic is safe.'
>>> def _internal_magic():
        return "I am internal. Dangerous magic!!!"
>>> _internal_magic()
'I am internal. Dangerous magic!!!'
```

```
leading_underscore_test1.py
>>> from leading_underscore import *
>>> external_magic()
'I am external. My magic is safe'
>>> _internal_magic()
-----
NameError          Traceback (most recent call last)
<ipython-input-3-79deaafbdcae> in <module>()
----> 1 _internal_magic()
NameError: name '_internal_magic' is not defined
```



THE SINGLE LEADING UNDERSCORE

- = “This function is for internal use” neah! No wildcard = no worries!

- **Exception** 🤬🤬🤬

```
leading_underscore.py
>>> def external_magic():
    return "I am external. My magic is safe."
>>> external_magic()
'I am external. My magic is safe.'
>>> def _internal_magic():
    return "I am internal. Dangerous magic!!!"
>>> _internal_magic()
'I am internal. Dangerous magic!!!'
```

```
leading_underscore_test2.py
>>> from leading_underscore import external_magic
>>> from leading_underscore import _internal_magic
>>> external_magic()
'I am external. My magic is safe'
>>> _internal_magic()
'I am internal. Dangerous magic!!!'
```



THE SINGLE LEADING UNDERSCORE

- = “This function is for internal use” neah! No wildcard = no worries!

- **Exception** 🤬🤬🤬

```
leading_underscore.py
>>> def external_magic():
    return "I am external. My magic is safe."
>>> external_magic()
'I am external. My magic is safe.'
>>> def _internal_magic():
    return "I am internal. Dangerous magic!!!"
>>> _internal_magic()
'I am internal. Dangerous magic!!!'
```

```
leading_underscore_test3.py
>>> import leading_underscore
>>> leading_underscore.external_magic()
'I am external. My magic is safe'
>>> leading_underscore._internal_magic()
'I am internal. Dangerous magic!!!'
```



THE SINGLE TRAILING UNDERSCORE

- = “How to make peace with internal Python naming conventions”
- Example:

```
>>> def check_if_class_is_magic(class, magic_level):  
    if magic_level > 5:  
        print('Class *%s* is magic!' % (class))  
    else:  
        print('No magic here... ')  
File "<ipython-input-1-cf6bdd89d2f1>", line 1  
    def check_if_class_is_magic(class, magic_level):  
    ^  
SyntaxError: invalid syntax
```



THE SINGLE TRAILING UNDERSCORE

- = “How to make peace with internal Python naming conventions”
- Example:

```
>>> def check_if_class_is_magic(class_, magic_level):  
    if magic_level > 5:  
        print('Class *%s* is magic!' % (class_))  
    else:  
        print('No magic here... ')  
>>> check_if_class_is_magic('Wizard of Oz', 10)  
Class *Wizard of Oz* is magic!
```



THE DOUBLE LEADING UNDERSCORE

- = “I am nice. I will take care of name mangling for you”
 - *name mangling* = a variable will be renamed by the interpreter in order to avoid conflicts when the class will be extended later
- Example:

```
>>> class NoMagic:  
    def __init__(self):  
        self.really = 'yes'  
        self.__really_really = 'well...'  
        self.__core = 'just a bit more magic'  
  
>>> magic_in_denial = NoMagic()  
>>> dir(magic_in_denial)  
['__NoMagic__core', '__class__', '__delattr__', '__dict__', '__dir__', '__doc__', '__eq__', '__format__', '__ge__',  
 '__getattribute__', '__gt__', '__hash__', '__init__', '__init_subclass__', '__le__', '__lt__', '__module__', '__ne__',  
 '__new__', '__reduce__', '__reduce_ex__', '__repr__', '__setattr__', '__sizeof__', '__str__', '__subclasshook__',  
 '__weakref__', '__really_really', 'really']  
>>> magic_in_denial.__NoMagic__core  
'just a bit more magic'
```



THE DOUBLE LEADING UNDERSCORE

- = “I am nice. I will take care of name mangling for you”
- Example:

```
>>> class MagicDestructor(NoMagic):
    def __init__(self):
        super().__init__()
        self.really = 'no more magic'
        self._really_really = 'really no more magic'
        self.__core = 'magic = 1%'

>>> no_magic = MagicDestructor()
>>> dir(no_magic)
['__MagicDestructor__core', '__NoMagic__core', '__class__', '__delattr__', '__dict__', '__dir__', '__doc__', '__eq__',
 '__format__', '__ge__', '__getattribute__', '__gt__', '__hash__', '__init__', '__init_subclass__', '__le__', '__lt__',
 '__module__', '__ne__', '__new__', '__reduce__', '__reduce_ex__', '__repr__', '__setattr__', '__sizeof__', '__str__',
 '__subclasshook__', '__weakref__', '_really_really', 'really']

>>> no_magic.__MagicDestructor__core
'magic = 1%'

>>> no_magic.__NoMagic__core
'just a bit more magic'
```



THE DUNDER

- = “Better not touch it. Real Python magic”
 - Reserved for special Python methods, e.g., `__init__`, `__add__`, `__len__` etc.
- Example:

```
>>> class Dunder():
        def __init__(self, key):
            self.key = "__" + key + "__"
>>> d0 = Dunder('d0')
>>> d1 = Dunder('d1')
>>> d0 + d1
-----
TypeError Traceback (most recent call last)
<ipython-input-4-f0e974d77b61> in <module>()
      1 d0 = Dunder('d0')
      2 d1 = Dunder('d1')
----> 3 d0+d1
TypeError: unsupported operand type(s) for +: 'Dunder' and 'Dunder'
```



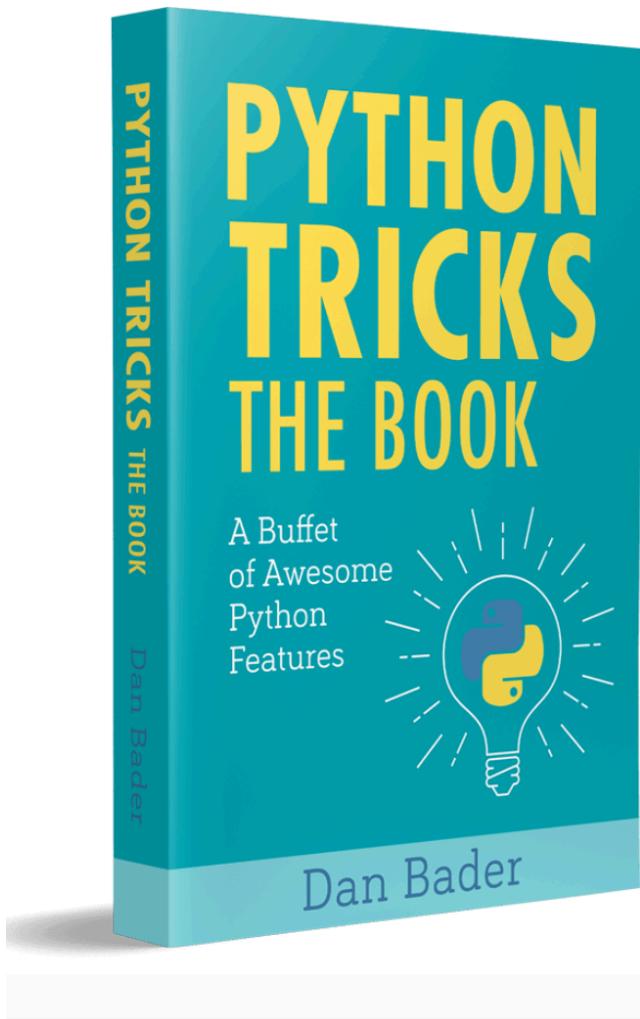
THE DUNDER

- = “Better not touch it. Real Python magic”
- Example:

```
>>> class Dunder():
    def __init__(self, key):
        self.key = "__" + key + "__"
    def __add__(self, new):
        return self.key + '+' + new.key
>>> d0 = Dunder('d0')
>>> d1 = Dunder('d1')
>>> d0 + d1
'__d0__+_d1__'
>>> d1 + d0
'__d1__+_d0__'
```



MORE PYTHON TRICKS





THAT'S ALL, FOLKS!

