

`is` vs `==`

We've seen `==` for equality testing

```
1 == 1.0
```

True!

but we know these are different in some fundamental way

```
type(1) != type(1.0)
```

```
int != float
```

The `is` operator checks *identity* instead of *equality*

When comparing against **None** or other singletons,
always use `is None` instead of `== None`

Identity Crisis