1 Python

1.1 Vergleiche

```python
# Instead of
if A == True:
    print("Die Aussage A ist wahr.")

if B == False:
    print("Die Aussage A ist falsch.")

# use
if A:
    print("Die Aussage A ist wahr.")

if not B:
    print("Die Aussage B ist falsch.")
```

1.2 Lists

```python
pokemons = {1: "Bisasam", 2: "Bisaknosp", 3: "Bisaflor"}
```

```python
# Instead of
if len(pokemons) != 0:
    print(pokemons)

# use
if pokemons:
    print(pokemons)
```

```python
# Instead of
for nr in pokemons:
    pokemon = pokemons[nr]
    print(f"{nr}:{pokemon}")

# use
for nr, pokemon in pokemons.items():
    print(f"{nr}:{pokemon}")
```

```python
# Instead of
for i in range(len(pokemons)):
    print(pokemons[i])

# use
for pokemon in pokemons:
    print(pokemons)
```

```python
# Instead of
nr = 1
for pokemon in pokemons:
    print(f"{nr}:{pokemon}")
    nr += 1

# use
nr = 1
```

```
for nr, pokemon in enumerate(pokemons):
    print(f"{nr+1}:{pokemon}")
```

1.3 Matrices

```
# Instead of
v = (1, 0, -1)
x = [0]
y = [1]
z = [2]

print(f"x={x}, y={y}, z={z}")

# use
v = (1, 0, -1)
x, y, z = v

print(f"x={x}, y={y}, z={z}")
```