

1 Python

1.1 Tipps

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

1.2 Lists

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

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

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

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

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

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

```
# 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}")
```