None ← special object
    analogous to ∅ for ints/floats
    False for bool

means "nothing"

Use None to indicate a variable has no value

```
def main():
    → v = None
    → v = 1.0
    → v = Point(10, 10)
```

Calling methods on None → error
Performing ops on None → error
To check for None:
if v is not None:
    # do something