

# Mutability

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## Announcements

# Objects

(Demo)

## Objects

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  - Special syntax that can improve the composition of programs

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- In Python, every value is an object
  - All **objects** have **attributes**

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  - A lot of data manipulation happens through object **methods**

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- Object-oriented programming:
  - A metaphor for organizing large programs
  - Special syntax that can improve the composition of programs
- In Python, every value is an object
  - All **objects** have **attributes**
  - A lot of data manipulation happens through object **methods**
  - Functions do one thing; objects do many related things

## Example: Strings

(Demo)



## Representing Strings: the ASCII Standard

American Standard Code for Information Interchange

ASCII Code Chart

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	SO	SI
1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
2		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
6	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
7	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL

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1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
2		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
6	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
7	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL

8 rows: 3 bits

# Representing Strings: the ASCII Standard

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0 0 0  
0 0 1  
0 1 0  
0 1 1  
1 0 0  
1 0 1  
1 1 0  
1 1 1

8 rows: 3 bits

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	SO	SI
1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
2		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
6	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
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0 0 1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
0 1 0		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0 1 1	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
1 0 0	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1 0 1	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
1 1 0	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
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16 columns: 4 bits

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0 0 1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
0 1 0		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0 1 1	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
1 0 0	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1 0 1	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
1 1 0	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
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0 0 1	1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
0 1 0	2		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0 1 1	3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
1 0 0	4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1 0 1	5	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
1 1 0	6	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
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	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
0 0 0	0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	SO	SI
0 0 1	1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
0 1 0	2		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
0 1 1	3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
1 0 0	4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1 0 1	5	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
1 1 0	6	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
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8 rows: 3 bits

0 0 0  
0 0 1  
0 1 0  
0 1 1  
1 0 0  
1 0 1  
1 1 0  
1 1 1

"Bell" (\a)

ASCII Code Chart

"Line feed" (\n)

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	SO	SI
1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
2		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
6	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
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0 0 0  
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0 1 0  
0 1 1  
1 0 0  
1 0 1  
1 1 0  
1 1 1

0 1 2 3 4 5 6 7 8 9 A B C D E F

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0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	SO	SI
1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
2		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
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(Demo)

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聾	聾	聾	聽	聵	聵	聵	聵
8071	8072	8073	8074	8075	8076	8077	8078
健	腓	腳	腓	腓	腓	腓	腸
8171	8172	8173	8174	8175	8176	8177	8178
艱	色	艷	艷	艷	艷	艷	艸
8271	8272	8273	8274	8275	8276	8277	8278
菟	菟	荳	菰	葱	苳	荷	葶
8371	8372	8373	8374	8375	8376	8377	8378
葱	菰	葦	葦	葵	葶	葶	蔥

[http://ian-albert.com/unicode\\_chart/unichart-chinese.jpg](http://ian-albert.com/unicode_chart/unichart-chinese.jpg)

## Representing Strings: the Unicode Standard

- 137,994 characters in Unicode 12.1

聾	聾	聾	聾	聾	聾	聾	聾
8071	8072	8073	8074	8075	8076	8077	8078
健	腓	腳	腓	腓	腓	腓	腸
8171	8172	8173	8174	8175	8176	8177	8178
艱	色	艷	艷	艷	艷	艷	艸
8271	8272	8273	8274	8275	8276	8277	8278
菟	菟	荳	菰	葱	苣	荷	葶
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- Enumeration of character properties, such as case

聾	聾	聾	聾	聾	聾	聾	聾
8071	8072	8073	8074	8075	8076	8077	8078
健	腓	腳	腓	腓	腓	腓	腸
8171	8172	8173	8174	8175	8176	8177	8178
艱	色	艷	艷	艷	艷	艷	艸
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莖	莖	莖	莖	莖	莖	莖	莖
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## Representing Strings: the Unicode Standard

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- Enumeration of character properties, such as case
- Supports bidirectional display order

聾	聾	聾	聽	聵	聶	職	聾
8071	8072	8073	8074	8075	8076	8077	8078
健	腓	腳	腓	腓	腓	腓	腸
8171	8172	8173	8174	8175	8176	8177	8178
艱	色	艷	艷	艷	艷	艷	艸
8271	8272	8273	8274	8275	8276	8277	8278
萵	萵	荳	菰	葱	苳	荷	葶
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葱	菰	葦	葦	葵	葶	葶	蔥

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## Representing Strings: the Unicode Standard

- 137,994 characters in Unicode 12.1
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- Enumeration of character properties, such as case
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聾	聾	聾	聾	聾	聾	聾	聾
8071	8072	8073	8074	8075	8076	8077	8078
健	腓	腳	腓	腓	腓	腓	腸
8171	8172	8173	8174	8175	8176	8177	8178
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葱	蓂	葳	葳	葵	葶	葶	蔥

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8271	8272	8273	8274	8275	8276	8277	8278
菟	菟	荳	菰	菰	菰	荷	菴
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葱	菰	菰	菰	葵	菴	菴	菴

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LATIN CAPITAL LETTER A

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LATIN CAPITAL LETTER A

DIE FACE-6

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聾	聾	聾	聾	聾	聾	聾	聾
8071	8072	8073	8074	8075	8076	8077	8078
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8171	8172	8173	8174	8175	8176	8177	8178
艱	色	艷	艷	艷	艷	艷	艸
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菟	菟	荳	菰	葱	苳	荷	葶
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LATIN CAPITAL LETTER A

DIE FACE-6

EIGHTH NOTE

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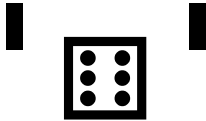
聾	聾	聾	聾	聾	聾	聾	聾
8071	8072	8073	8074	8075	8076	8077	8078
健	腓	腳	腓	腓	腓	腓	腸
8171	8172	8173	8174	8175	8176	8177	8178
艱	色	艷	艷	艷	艷	艷	艷
8271	8272	8273	8274	8275	8276	8277	8278
菟	菟	荳	菰	菰	菰	荷	菰
8371	8372	8373	8374	8375	8376	8377	8378
葱	菰	菰	菰	葵	菰	菰	菰

[http://ian-albert.com/unicode\\_chart/unichart-chinese.jpg](http://ian-albert.com/unicode_chart/unichart-chinese.jpg)

LATIN CAPITAL LETTER A

DIE FACE-6

EIGHTH NOTE



## Representing Strings: the Unicode Standard

- 137,994 characters in Unicode 12.1
- 150 scripts (organized)
- Enumeration of character properties, such as case
- Supports bidirectional display order
- A canonical name for every character

聾	聾	聾	聾	聾	聾	聾	聾
8071	8072	8073	8074	8075	8076	8077	8078
健	腓	腳	腓	腓	腓	腓	腸
8171	8172	8173	8174	8175	8176	8177	8178
艱	色	艷	艷	艷	艷	艷	艸
8271	8272	8273	8274	8275	8276	8277	8278
菟	菟	荳	菰	菰	菰	荷	菴
8371	8372	8373	8374	8375	8376	8377	8378
葱	菰	菰	菰	葵	菴	菴	菴

[http://ian-albert.com/unicode\\_chart/unichart-chinese.jpg](http://ian-albert.com/unicode_chart/unichart-chinese.jpg)

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EIGHTH NOTE



# Representing Strings: the Unicode Standard

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- Enumeration of character properties, such as case
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聾	聾	聾	聾	聾	聾	聾	聾
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8171	8172	8173	8174	8175	8176	8177	8178
艱	色	艷	艷	艷	艷	艷	艸
8271	8272	8273	8274	8275	8276	8277	8278
菟	菟	荳	菰	菰	苕	荷	葶
8371	8372	8373	8374	8375	8376	8377	8378
葱	蓂	葳	葳	葵	葶	葶	蔥

[http://ian-albert.com/unicode\\_chart/unichart-chinese.jpg](http://ian-albert.com/unicode_chart/unichart-chinese.jpg)

LATIN CAPITAL LETTER A

DIE FACE-6

EIGHTH NOTE



(Demo)

## Mutation Operations



## Some Objects Can Change

---

[Demo]

## Some Objects Can Change

---

[Demo]

First example in the course of an object changing state

## Some Objects Can Change

---

[Demo]

First example in the course of an object changing state

The same object can change in value throughout the course of computation

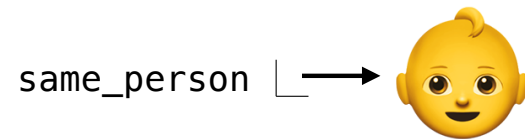
## Some Objects Can Change

---

[Demo]

First example in the course of an object changing state

The same object can change in value throughout the course of computation



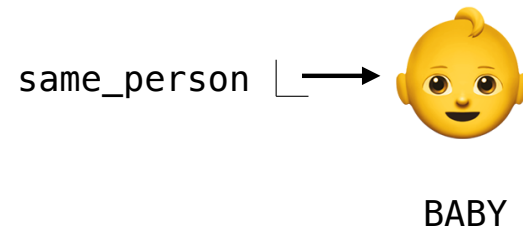
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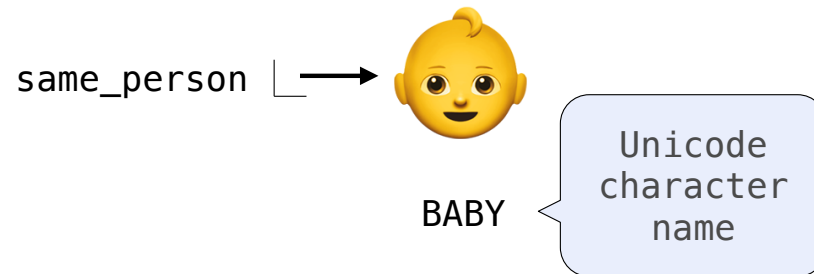
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First example in the course of an object changing state

The same object can change in value throughout the course of computation



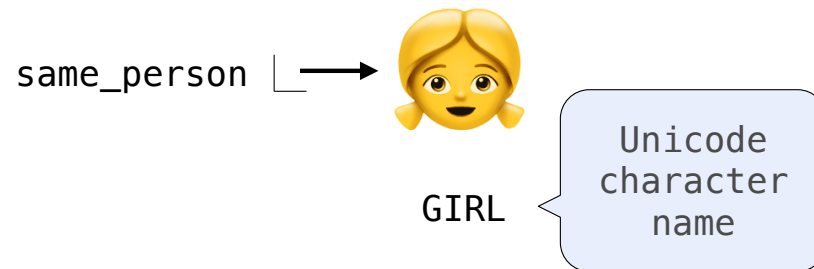
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First example in the course of an object changing state

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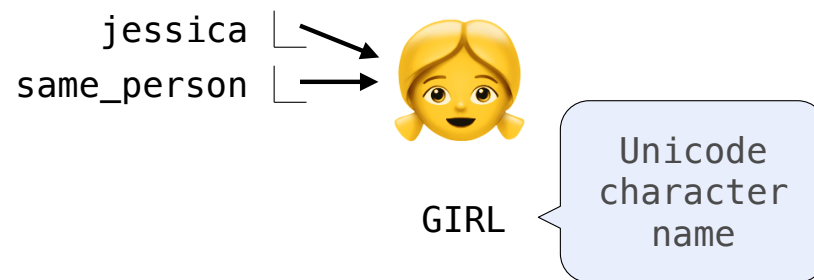
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The same object can change in value throughout the course of computation





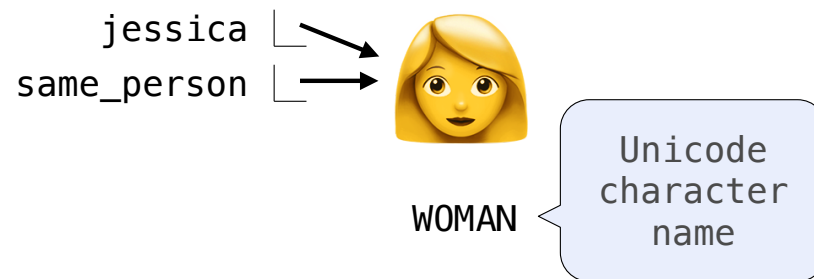
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First example in the course of an object changing state

The same object can change in value throughout the course of computation



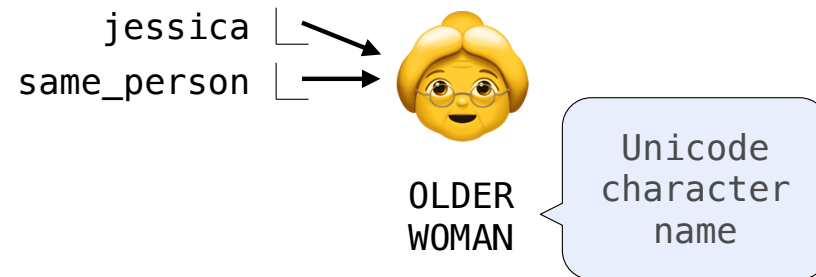
## Some Objects Can Change

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[Demo]

First example in the course of an object changing state

The same object can change in value throughout the course of computation



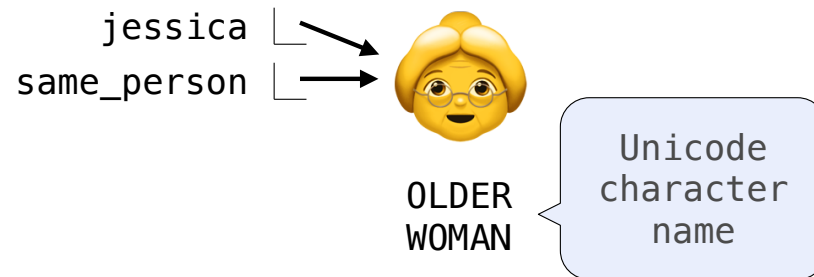
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---

[Demo]

First example in the course of an object changing state

The same object can change in value throughout the course of computation



All names that refer to the same object are affected by a mutation

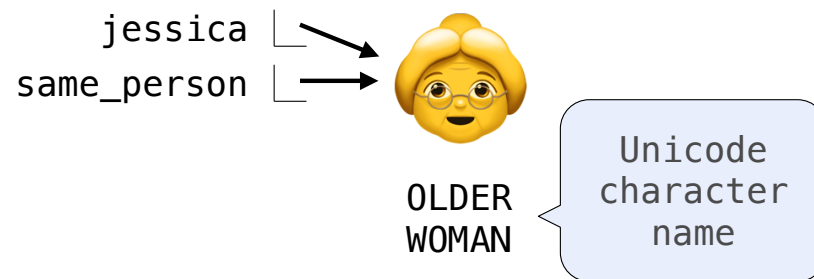
## Some Objects Can Change

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[Demo]

First example in the course of an object changing state

The same object can change in value throughout the course of computation



All names that refer to the same object are affected by a mutation

Only objects of *mutable* types can change: lists & dictionaries

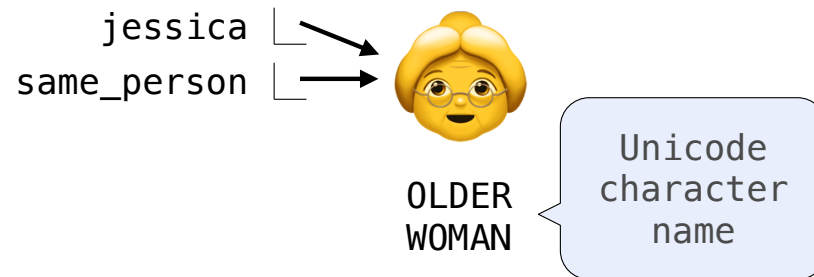
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[Demo]

First example in the course of an object changing state

The same object can change in value throughout the course of computation



All names that refer to the same object are affected by a mutation

Only objects of *mutable* types can change: lists & dictionaries

{Demo}

## Mutation Can Happen Within a Function Call

---

A function can change the value of any object in its scope

## Mutation Can Happen Within a Function Call

---

A function can change the value of any object in its scope

```
>>> four = [1, 2, 3, 4]
```

## Mutation Can Happen Within a Function Call

---

A function can change the value of any object in its scope

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
```



## Mutation Can Happen Within a Function Call

---

A function can change the value of any object in its scope

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
>>> mystery(four)
```

## Mutation Can Happen Within a Function Call

---

A function can change the value of any object in its scope

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
>>> mystery(four)
>>> len(four)
2
```

## Mutation Can Happen Within a Function Call

---

A function can change the value of any object in its scope

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
>>> mystery(four)
>>> len(four)
2
```

```
def mystery(s):
    s.pop()
    s.pop()
```

## Mutation Can Happen Within a Function Call

---

A function can change the value of any object in its scope

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
>>> mystery(four)
>>> len(four)
2
```

```
def mystery(s):      or      def mystery(s):
    s.pop()           s[2:] = []
    s.pop()
```

## Mutation Can Happen Within a Function Call

---

A function can change the value of any object in its scope

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
>>> mystery(four)
>>> len(four)
2
```

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```

```
>>> four = [1, 2, 3, 4]
```

## Mutation Can Happen Within a Function Call

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A function can change the value of any object in its scope

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4
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```

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def mystery(s):      or      def mystery(s):
    s.pop()           s[2:] = []
    s.pop()
```

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
```

## Mutation Can Happen Within a Function Call

A function can change the value of any object in its scope

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
>>> mystery(four)
>>> len(four)
2
```

```
def mystery(s):      or      def mystery(s):
    s.pop()           s[2:] = []
    s.pop()
```

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
>>> another_mystery() # No arguments!
```

## Mutation Can Happen Within a Function Call

---

A function can change the value of any object in its scope

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
>>> mystery(four)
>>> len(four)
2
```

```
def mystery(s):      or      def mystery(s):
    s.pop()           s[2:] = []
    s.pop()
```

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
>>> another_mystery() # No arguments!
>>> len(four)
2
```



## Mutation Can Happen Within a Function Call

A function can change the value of any object in its scope

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
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```
def mystery(s):      or      def mystery(s):
    s.pop()           s[2:] = []
    s.pop()
```

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
>>> another_mystery() # No arguments!
>>> len(four)
2
```

```
def another_mystery():
    four.pop()
    four.pop()
```

# Tuples

(Demo)

## Tuples are Immutable Sequences

---

## Tuples are Immutable Sequences

---

Immutable values are protected from mutation

## Tuples are Immutable Sequences

---

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
```

## Tuples are Immutable Sequences

---

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
>>> ooze()
```

## Tuples are Immutable Sequences

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>>> turtle
(1, 2, 3)
```

```
>>> turtle = [1, 2, 3]
```

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```
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>>> turtle
(1, 2, 3)
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## Tuples are Immutable Sequences

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```
>>> turtle = (1, 2, 3)
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>>> turtle
```

## Tuples are Immutable Sequences

---

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
>>> ooze()
>>> turtle
(1, 2, 3)
```

```
>>> turtle = [1, 2, 3]
>>> ooze()
>>> turtle
['Anything could be inside!']
```

## Tuples are Immutable Sequences

---

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
>>> ooze()
>>> turtle
(1, 2, 3)
```

Next lecture: ooze can  
change turtle's binding

```
>>> turtle = [1, 2, 3]
>>> ooze()
>>> turtle
['Anything could be inside!']
```

## Tuples are Immutable Sequences

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```
>>> turtle = (1, 2, 3)
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```
>>> ooze()
```

```
>>> turtle
```

```
(1, 2, 3)
```

Next lecture: ooze can  
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```
>>> turtle = [1, 2, 3]
```

```
>>> ooze()
```

```
>>> turtle
```

```
['Anything could be inside!']
```

The value of an expression can change because of changes in names or objects

## Tuples are Immutable Sequences

---

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
```

```
>>> ooze()
```

```
>>> turtle  
(1, 2, 3)
```

Next lecture: ooze can  
change turtle's binding

```
>>> turtle = [1, 2, 3]
```

```
>>> ooze()
```

```
>>> turtle
```

```
['Anything could be inside!']
```

The value of an expression can change because of changes in names or objects

**Name change:**

## Tuples are Immutable Sequences

---

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
>>> ooze()
>>> turtle
(1, 2, 3)
```

Next lecture: ooze can  
change turtle's binding

```
>>> turtle = [1, 2, 3]
>>> ooze()
>>> turtle
['Anything could be inside!']
```

The value of an expression can change because of changes in names or objects

```
>>> x + x
```

**Name change:**

```
>>> x + x
```



## Tuples are Immutable Sequences

---

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
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>>> turtle
(1, 2, 3)
```

Next lecture: ooze can  
change turtle's binding

```
>>> turtle = [1, 2, 3]
>>> ooze()
>>> turtle
['Anything could be inside!']
```

The value of an expression can change because of changes in names or objects

```
>>> x = 2
>>> x + x
```

**Name change:**

```
>>> x + x
```

## Tuples are Immutable Sequences

---

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
>>> ooze()
>>> turtle
(1, 2, 3)
```

Next lecture: ooze can  
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>>> turtle = [1, 2, 3]
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>>> turtle
['Anything could be inside!']
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The value of an expression can change because of changes in names or objects

**Name change:**

```
>>> x = 2
>>> x + x
4
>>> x + x
```

## Tuples are Immutable Sequences

---

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
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(1, 2, 3)
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## Tuples are Immutable Sequences

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Next lecture: ooze can  
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>>> turtle = [1, 2, 3]
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['Anything could be inside!']
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The value of an expression can change because of changes in names or objects

**Name change:**

```
>>> x = 2
>>> x + x
4
>>> x = 3
>>> x + x
6
```

## Tuples are Immutable Sequences

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Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
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Next lecture: ooze can  
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**Name change:**

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**Object mutation:**

## Tuples are Immutable Sequences

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(1, 2, 3)
```

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The value of an expression can change because of changes in names or objects

**Name change:**

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>>> x + x
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>>> x = 3
>>> x + x
6
```

**Object mutation:**

```
>>> x = [1, 2]
>>> x + x
[1, 2, 1, 2]
>>> x + x
[1, 2, 1, 2]
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## Tuples are Immutable Sequences

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Immutable values are protected from mutation

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**Name change:**

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>>> x = 3
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[1, 2, 1, 2]
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```



## Tuples are Immutable Sequences

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Immutable values are protected from mutation

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Next lecture: ooze can  
change turtle's binding

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The value of an expression can change because of changes in names or objects

**Name change:**

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>>> x = 2
>>> x + x
4
>>> x = 3
>>> x + x
6
```

**Object mutation:**

```
>>> x = [1, 2]
>>> x + x
[1, 2, 1, 2]
>>> x.append(3)
>>> x + x
```

## Tuples are Immutable Sequences

---

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
>>> ooze()
>>> turtle
(1, 2, 3)
```

Next lecture: ooze can  
change turtle's binding

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['Anything could be inside!']
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The value of an expression can change because of changes in names or objects

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[1, 2, 1, 2]
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## Tuples are Immutable Sequences

---

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
>>> ooze()
>>> turtle
(1, 2, 3)
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Next lecture: ooze can  
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The value of an expression can change because of changes in names or objects

**Name change:**

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**Object mutation:**

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[1, 2, 1, 2]
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[1, 2, 3, 1, 2, 3]
```

An immutable sequence may still change if it *contains* a mutable value as an element

## Tuples are Immutable Sequences

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
>>> ooze()
>>> turtle
(1, 2, 3)
```

Next lecture: ooze can  
change turtle's binding

```
>>> turtle = [1, 2, 3]
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The value of an expression can change because of changes in names or objects

**Name change:**

```
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>>> x = 3
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6
```

**Object mutation:**

```
>>> x = [1, 2]
>>> x + x
[1, 2, 1, 2]
>>> x.append(3)
>>> x + x
[1, 2, 3, 1, 2, 3]
```

An immutable sequence may still change if it *contains* a mutable value as an element

```
>>> s = ([1, 2], 3)
```

## Tuples are Immutable Sequences

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
>>> ooze()
>>> turtle
(1, 2, 3)
```

Next lecture: ooze can  
change turtle's binding

```
>>> turtle = [1, 2, 3]
>>> ooze()
>>> turtle
['Anything could be inside!']
```

The value of an expression can change because of changes in names or objects

**Name change:**

```
>>> x = 2
>>> x + x
4
>>> x = 3
>>> x + x
6
```

**Object mutation:**

```
>>> x = [1, 2]
>>> x + x
[1, 2, 1, 2]
>>> x.append(3)
>>> x + x
[1, 2, 3, 1, 2, 3]
```

An immutable sequence may still change if it *contains* a mutable value as an element

```
>>> s = ([1, 2], 3)
>>> s[0] = 4
```

## Tuples are Immutable Sequences

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
>>> ooze()
>>> turtle
(1, 2, 3)
```

Next lecture: ooze can  
change turtle's binding

```
>>> turtle = [1, 2, 3]
>>> ooze()
>>> turtle
['Anything could be inside!']
```

The value of an expression can change because of changes in names or objects

**Name change:**

```
>>> x = 2
>>> x + x
4
>>> x = 3
>>> x + x
6
```

**Object mutation:**

```
>>> x = [1, 2]
>>> x + x
[1, 2, 1, 2]
>>> x.append(3)
>>> x + x
[1, 2, 3, 1, 2, 3]
```

An immutable sequence may still change if it *contains* a mutable value as an element

```
>>> s = ([1, 2], 3)
>>> s[0] = 4
ERROR
```

## Tuples are Immutable Sequences

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
>>> ooze()
>>> turtle
(1, 2, 3)
```

Next lecture: ooze can  
change turtle's binding

```
>>> turtle = [1, 2, 3]
>>> ooze()
>>> turtle
['Anything could be inside!']
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The value of an expression can change because of changes in names or objects

**Name change:**

```
>>> x = 2
>>> x + x
4
>>> x = 3
>>> x + x
6
```

**Object mutation:**

```
>>> x = [1, 2]
>>> x + x
[1, 2, 1, 2]
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[1, 2, 3, 1, 2, 3]
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An immutable sequence may still change if it *contains* a mutable value as an element

```
>>> s = ([1, 2], 3)
>>> s[0] = 4
ERROR
```

```
>>> s = ([1, 2], 3)
```

## Tuples are Immutable Sequences

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
>>> ooze()
>>> turtle
(1, 2, 3)
```

Next lecture: ooze can  
change turtle's binding

```
>>> turtle = [1, 2, 3]
>>> ooze()
>>> turtle
['Anything could be inside!']
```

The value of an expression can change because of changes in names or objects

**Name change:**

```
>>> x = 2
>>> x + x
4
>>> x = 3
>>> x + x
6
```

**Object mutation:**

```
>>> x = [1, 2]
>>> x + x
[1, 2, 1, 2]
>>> x.append(3)
>>> x + x
[1, 2, 3, 1, 2, 3]
```

An immutable sequence may still change if it *contains* a mutable value as an element

```
>>> s = ([1, 2], 3)
>>> s[0] = 4
ERROR
```

```
>>> s = ([1, 2], 3)
>>> s[0][0] = 4
```



## Tuples are Immutable Sequences

Immutable values are protected from mutation

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ERROR
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>>> s
```

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```

An immutable sequence may still change if it *contains* a mutable value as an element

```
>>> s = ([1, 2], 3)
>>> s[0] = 4
ERROR
```

```
>>> s = ([1, 2], 3)
>>> s[0][0] = 4
>>> s
([4, 2], 3)
```

# Mutation

## Sameness and Change

---

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- As long as we never modify objects, a compound object is just the totality of its pieces

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```
>>> a = [10]
```

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```
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>>> b = a
```

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True
```

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```

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>>> b = [10]
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True
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>>> a
[10]
>>> b
[10, 20]
>>> a == b
False
```



## Identity Operators

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### Identity

`<exp0> is <exp1>`

evaluates to `True` if both `<exp0>` and `<exp1>` evaluate to the same object

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evaluates to `True` if both `<exp0>` and `<exp1>` evaluate to equal values

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**Identical objects are always equal values**

## Identity Operators

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### **Identity**

`<exp0> is <exp1>`

evaluates to `True` if both `<exp0>` and `<exp1>` evaluate to the same object

### **Equality**

`<exp0> == <exp1>`

evaluates to `True` if both `<exp0>` and `<exp1>` evaluate to equal values

**Identical objects are always equal values**

(Demo)

## Mutable Default Arguments are Dangerous

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A default argument value is part of a function value, not generated by a call

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```
>>> def f(s=[]):  
...     s.append(3)  
...     return len(s)  
... 
```



## Mutable Default Arguments are Dangerous

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A default argument value is part of a function value, not generated by a call

```
>>> def f(s=[]):  
...     s.append(3)  
...     return len(s)  
...  
>>> f()  
1
```

## Mutable Default Arguments are Dangerous

---

A default argument value is part of a function value, not generated by a call

```
>>> def f(s=[]):  
...     s.append(3)  
...     return len(s)  
...  
>>> f()  
1  
>>> f()  
2
```

## Mutable Default Arguments are Dangerous

---

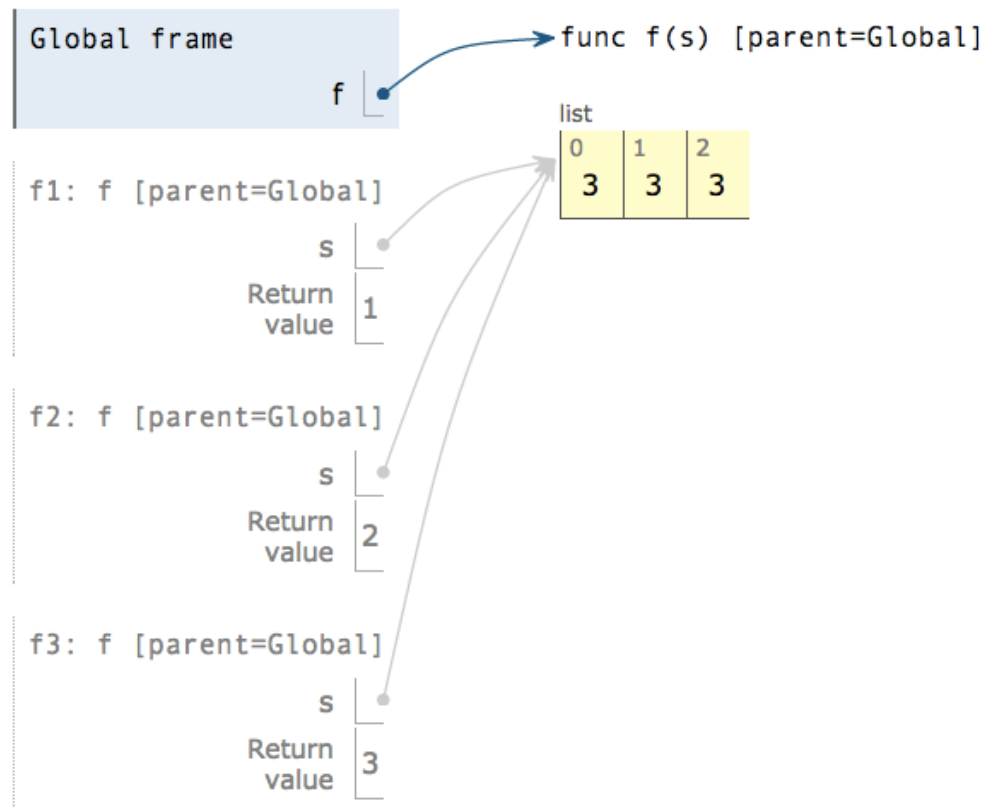
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3
```

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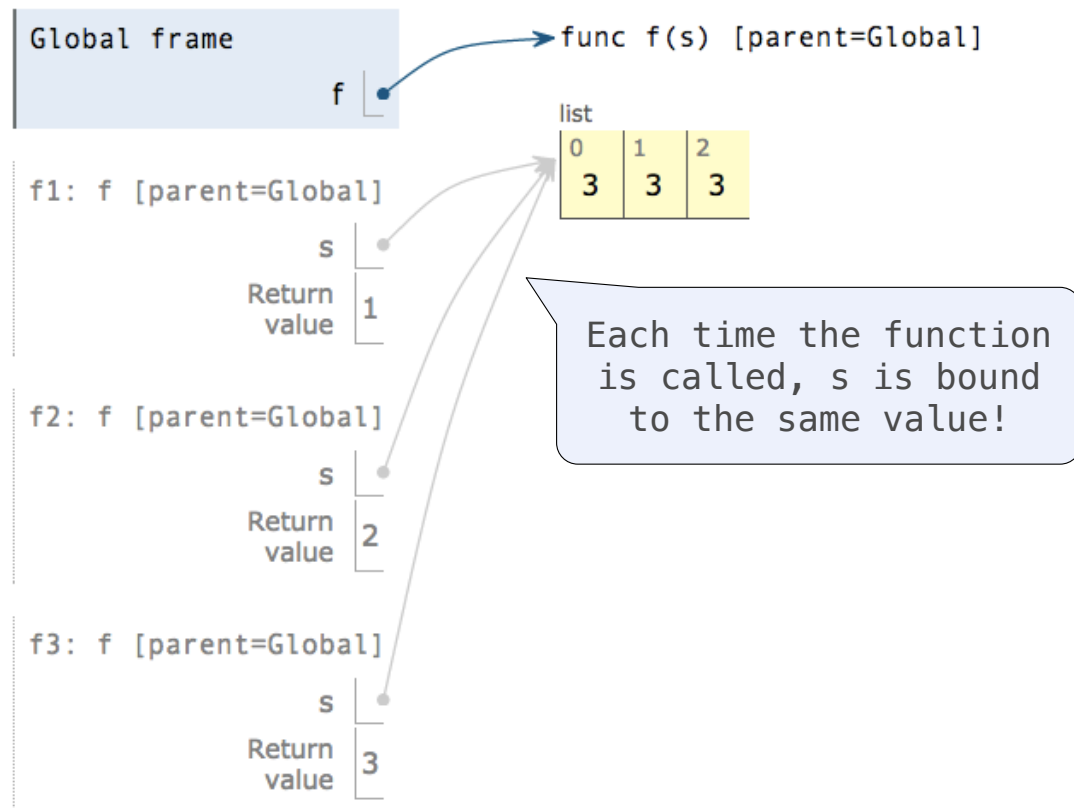
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## Mutable Functions

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

```
>>> withdraw(25)
```



## A Function with Behavior That Varies Over Time

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Let's model a bank account that has a balance of \$100

```
>>> withdraw(25)  
75
```

## A Function with Behavior That Varies Over Time

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Let's model a bank account that has a balance of \$100

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

## A Function with Behavior That Varies Over Time

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Let's model a bank account that has a balance of \$100

Return value:  
remaining balance

```
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Argument:  
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Let's model a bank account that has a balance of \$100

Return value:  
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```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

```
>>> withdraw(25)  
50
```

## A Function with Behavior That Varies Over Time

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Let's model a bank account that has a balance of \$100

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>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

```
>>> withdraw(25)  
50
```

Second withdrawal of  
the same amount

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

Return value:  
remaining balance

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

Different  
return value!

```
>>> withdraw(25)  
50
```

Second withdrawal of  
the same amount

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Let's model a bank account that has a balance of \$100

Return value:  
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50
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Second withdrawal of  
the same amount

```
>>> withdraw(60)  
'Insufficient funds'
```

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

Return value:  
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```
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75
```

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amount to withdraw

Different  
return value!

```
>>> withdraw(25)  
50
```

Second withdrawal of  
the same amount

```
>>> withdraw(60)  
'Insufficient funds'
```

```
>>> withdraw(15)  
35
```



## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

Return value:  
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```
>>> withdraw(25)  
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Argument:  
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Different  
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50
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Second withdrawal of  
the same amount

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>>> withdraw(60)  
'Insufficient funds'
```

```
>>> withdraw(15)  
35
```

Where's this balance  
stored?

## A Function with Behavior That Varies Over Time

---

Let's model a bank account that has a balance of \$100

```
>>> withdraw = make_withdraw_list(100)
```

Return value:  
remaining balance

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

Different  
return value!

```
>>> withdraw(25)  
50
```

Second withdrawal of  
the same amount

```
>>> withdraw(60)  
'Insufficient funds'
```

```
>>> withdraw(15)  
35
```

Where's this balance  
stored?

## A Function with Behavior That Varies Over Time

Let's model a bank account that has a balance of \$100

```
>>> withdraw = make_withdraw_list(100)
```

In a (mutable) list  
referenced in the parent  
frame of the function

Return value:  
remaining balance

```
>>> withdraw(25)  
75
```

Argument:  
amount to withdraw

Different  
return value!

```
>>> withdraw(25)  
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Second withdrawal of  
the same amount

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'Insufficient funds'
```

```
>>> withdraw(15)  
35
```

Where's this balance  
stored?

## Mutable Values & Persistent Local State

---

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---

```
def make_withdraw_list(balance):  
    b = [balance]  
    def withdraw(amount):  
        if amount > b[0]:  
            return 'Insufficient funds'  
        b[0] = b[0] - amount  
        return b[0]  
    return withdraw  
  
withdraw = make_withdraw_list(100)  
withdraw(25)
```

## Mutable Values & Persistent Local State

---

Name bound  
outside of  
withdraw def

```
def make_withdraw_list(balance):  
    b = [balance]  
    def withdraw(amount):  
        if amount > b[0]:  
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    return withdraw  
  
withdraw = make_withdraw_list(100)  
withdraw(25)
```

## Mutable Values & Persistent Local State

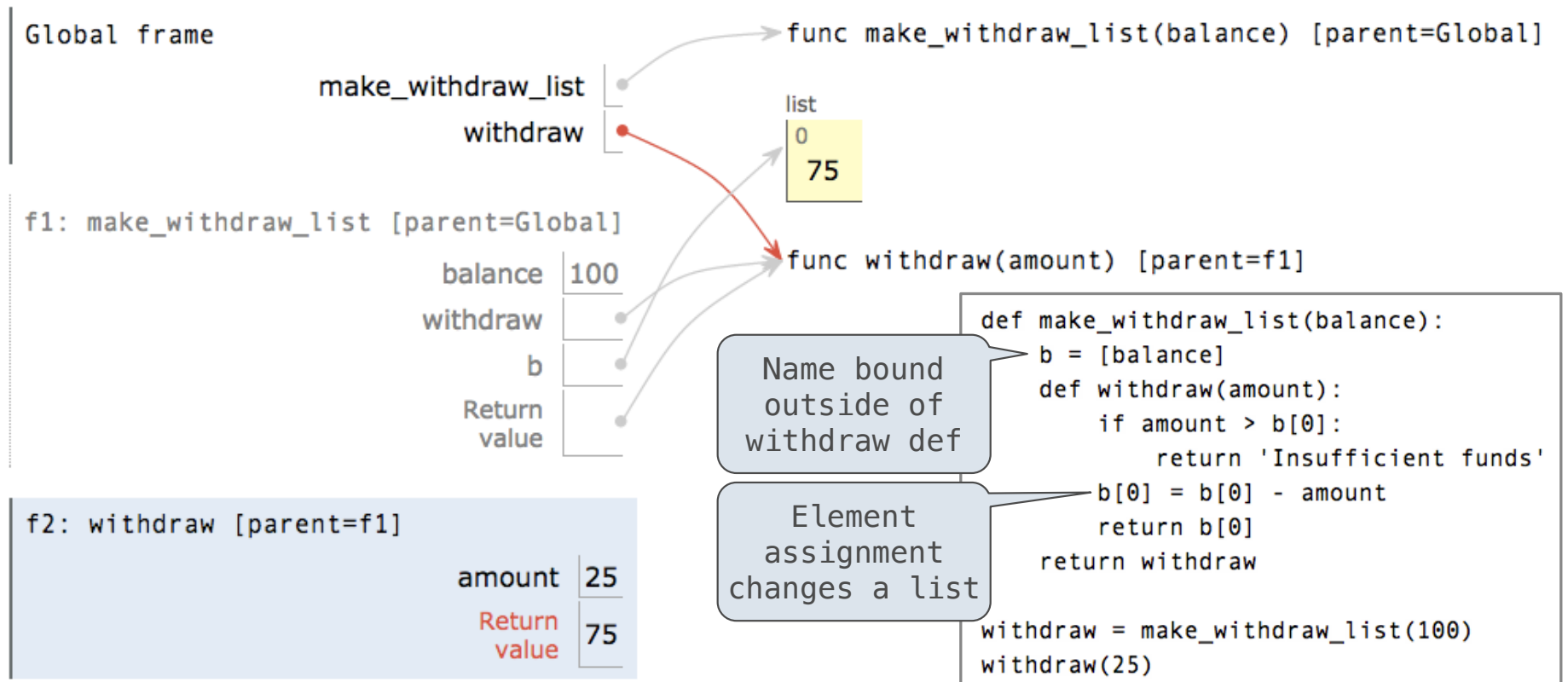
---

Name bound  
outside of  
withdraw def

Element  
assignment  
changes a list

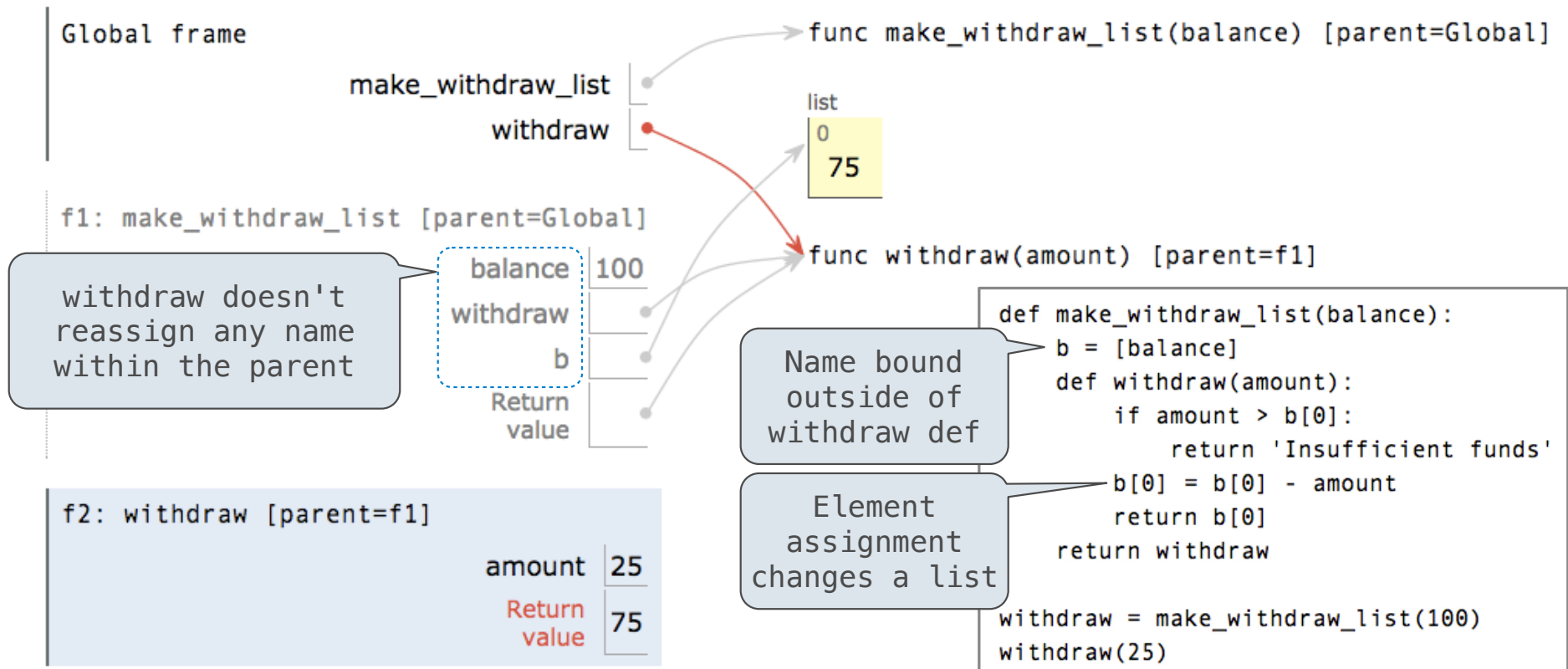
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withdraw = make_withdraw_list(100)  
withdraw(25)
```

## Mutable Values & Persistent Local State





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