

# Identity Operators

The identity operators compare the memory locations of two objects. Hence, it is possible to know whether two objects are same or not.

There are two types of Identity operator:-

- is
- is not

# is

This operator is used to compare whether two objects are same or not.

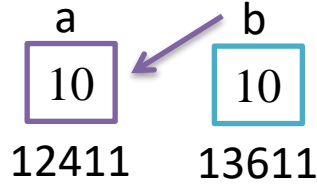
It returns True if memory location of two objects are same else it returns False.

Ex:-

a = 10

b = 10

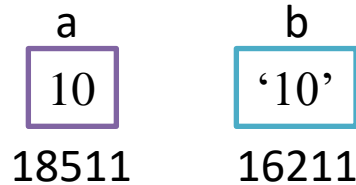
a is b    True



a = 10

b = '10'

a is b    False



# is not

This operator works in reverse manner for *is* operator.

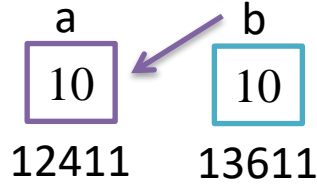
It returns True if memory location of two objects are not same and if they are same it returns False.

Ex:-

a = 10

b = 10

a is not b    False



a = 10

b = '10'

a is not b    True

