Python Object Types / Data Types

1. Number Types

- Integers: 1234, 0b11 (binary)
- Floats: 3.1415
- Complex Numbers: 3 + 4j
- **Decimal**: Decimal('0.1') (from decimal module)
- Fraction: Fraction(2, 7) (from fractions module)

2. String Types

- Standard Strings: 'spam', "Bob's"
- Byte Strings: b'a\x01c'
- Unicode Strings: u'sp\xc4m' (Python 2 style, use regular string in Python 3)

3. List

- Example: [1, [2, 'three'], 4.5]
- Constructor: list(range(10))
- Mutable and ordered.

4. Tuple

- Example: (1, 'spam', 4, 'U')
- Constructor: tuple('spam')
- Immutable and ordered.
- Extended: namedtuple (from collections)

5. Dictionary (dict)

- Example: {'food': 'spam', 'taste': 'yum'}
- Constructor: dict(hours=10)
- Key-value pairs; unordered (insertion-ordered in Python 3.7+)

:: 6. Set

- Example: {'a', 'b', 'c'}
- Constructor: set('abc')
- Unordered, no duplicates.

7. File

- Example: open('eggs.txt'), open(r'C:\ham.bin', 'wb')
- Supports text and binary modes.

8. Boolean

- True, False
- Internally, True == 1, False == 0, but True is not 1

9. None Type

- None
- Represents absence of value or null

\$\$ 10. Functions, Modules, Classes

• First-class objects in Python:

• Functions: def, lambda Modules: import math

• Classes: class MyClass:

11. Advanced Types

- **Decorators**: Functions that modify other functions
- **Generators**: Yield-based iterators
- Iterators: __iter__() and __next__() interface
- MetaProgramming: Code that manipulates code (e.g., metaclasses, type())