



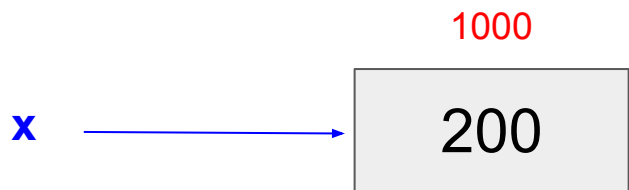
# Memory Management

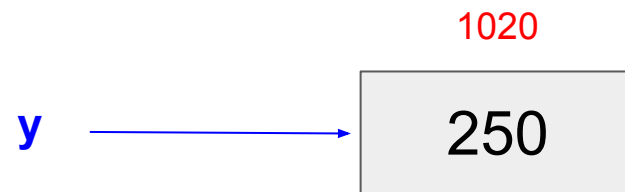
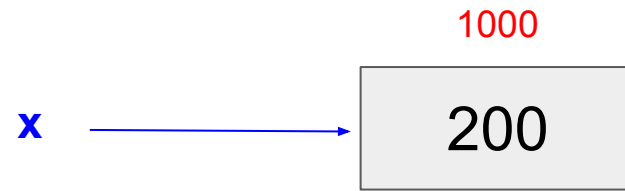
Discussed with reference to cpython

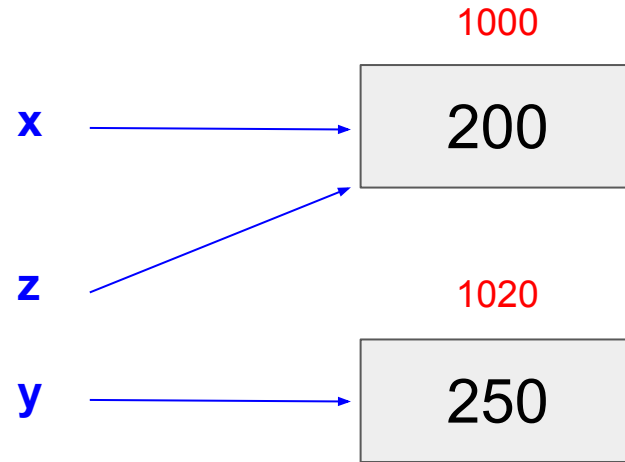
- Everything in Python is an object.

```
x = 200
```

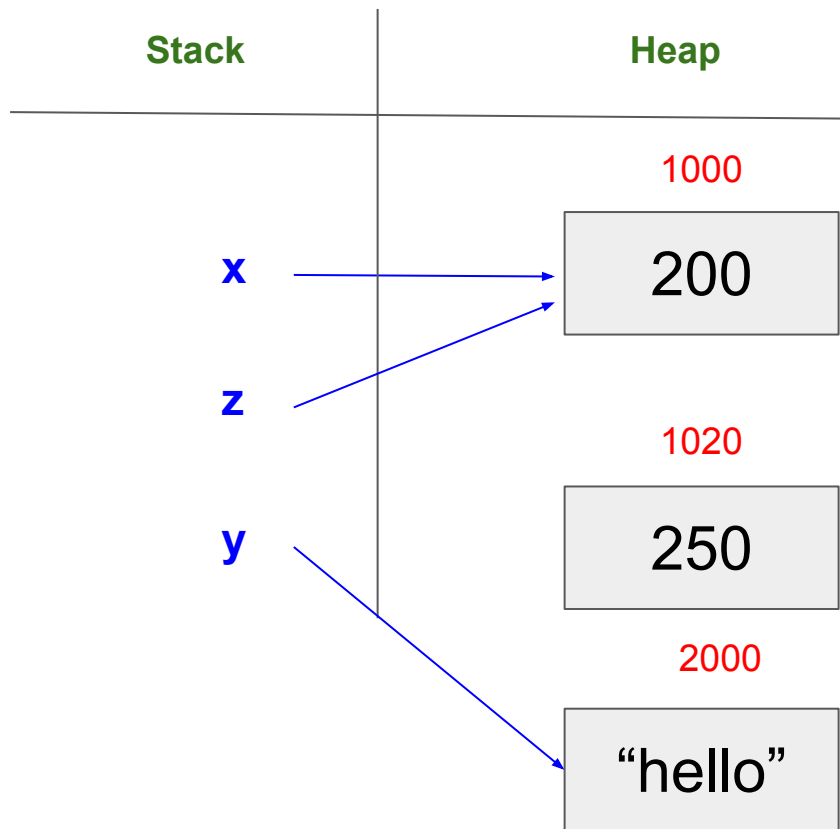
This assignment creates an integer object with the value 200 and assigns the variable x to point to that object.







# Garbage Collection



Keeps track of number of references and removes an object when reference count = 0.