Glossary

aliases
: Multiple variables that contain references to the same object.

clone
: To create a new object that has the same value as an existing object. Copying a reference to an object creates an alias but doesn't clone the object.

delimiter
: A character or string used to indicate where a string should be split.

element
: One of the values in a list (or other sequence). The bracket operator selects elements of a list.

index
: An integer variable or value that indicates an element of a list.

list
: A collection of objects, where each object is identified by an index. Like other types `str`, `int`, `float`, etc. there is also a `list` type-converter function that tries to turn its argument into a list.

list traversal
: The sequential accessing of each element in a list.

modifier
: A function which changes its arguments inside the function body. Only mutable types can be changed by modifiers.

mutable data type
: A data type in which the elements can be modified. All mutable types are compound types. Lists are mutable data types; strings are not.

nested list
: A list that is an element of another list.

object
: A thing to which a variable can refer.

pattern
: A sequence of statements, or a style of coding something that has general applicability in a number of different situations. Part of becoming a mature Computer Scientist is to learn and establish the patterns and algorithms that form your toolkit. Patterns often correspond to your "mental chunking".

pure function
: A function which has no side effects. Pure functions only make changes to the calling program through their return values.

sequence
: Any of the data types that consist of an ordered collection of elements, with each element identified by an index.

side effect
: A change in the state of a program made by calling a function that is not a result of reading the return value from the function. Side effects can only be produced by modifiers.