

## Mutable Values

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## Announcements

# Objects

(Demo)

## Objects

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- Objects represent information
- They consist of `data and behavior`, bundled together to create abstractions
- Objects can represent things, but also properties, interactions, & processes
- A type of object is called a `class`; `classes` are first-class values in Python
- 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

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
7	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL

16 columns: 4 bits

"Bell" (\a)

"Line feed" (\n)

- Layout was chosen to support sorting by character code
- Rows indexed 2–5 are a useful 6-bit (64 element) subset
- Control characters were designed for transmission

(Demo)

# 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	腭	腳	腭	腭	腭	腭	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
莖	莖	莖	莖	莖	莖	莖	莖
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

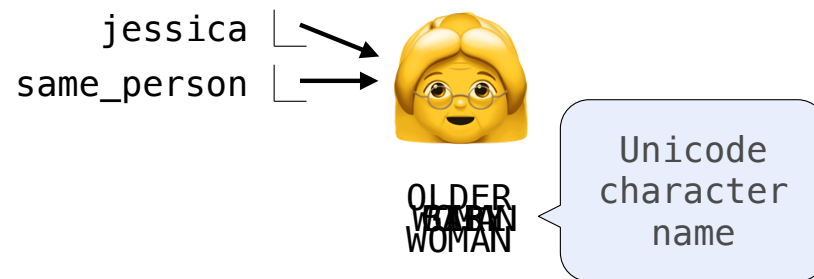


## Some Objects Can Change

[Demo]

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

通过直接赋值列表或字典产生的新的变量  
其实是指向同一个对象。

{Demo}

## Mutation Can Happen Within a Function Call

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

这说明 Python 中函数传参是引用的形式。

```
>>> 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
```

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

# Tuples

(Demo)

## 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
>>> 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
- A rational number is just its numerator and denominator
- This view is no longer valid in the presence of change
- A compound data object has an "identity" in addition to the pieces of which it is composed
- A list is still "the same" list even if we change its contents
- Conversely, we could have two lists that happen to have the same contents, but are different

```
>>> a = [10]
>>> b = a
>>> a == b
True
>>> a.append(20)
>>> a
[10, 20]
>>> b
[10, 20]
>>> a == b
True
```

```
>>> a = [10]
>>> b = [10]
>>> a == b
True
>>> b.append(20)
>>> a
[10]
>>> b
[10, 20]
>>> a == b
False
```

## Identity Operators

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### Identity

`<exp0> is <exp1>` 可以通过 build-in 函数 `id()` 查看是否是同一个对象

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

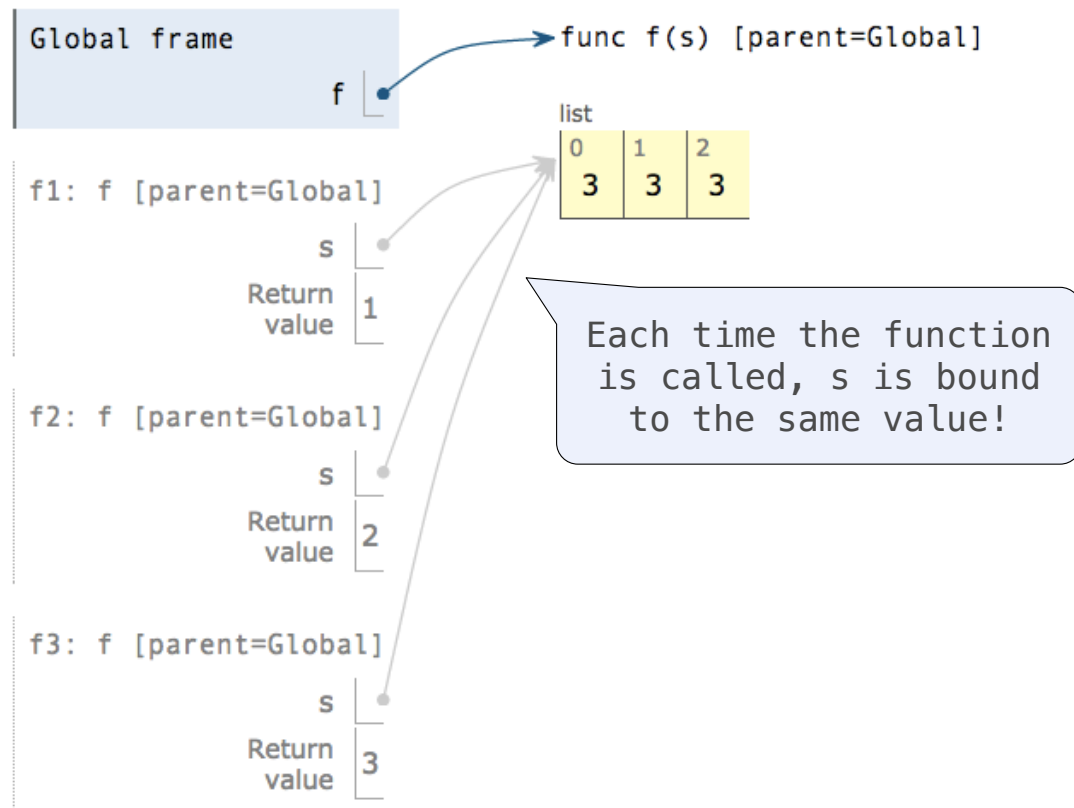
**Identical objects are always equal values**

(Demo)

## Mutable Default Arguments are Dangerous

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
>>> f()
3
```





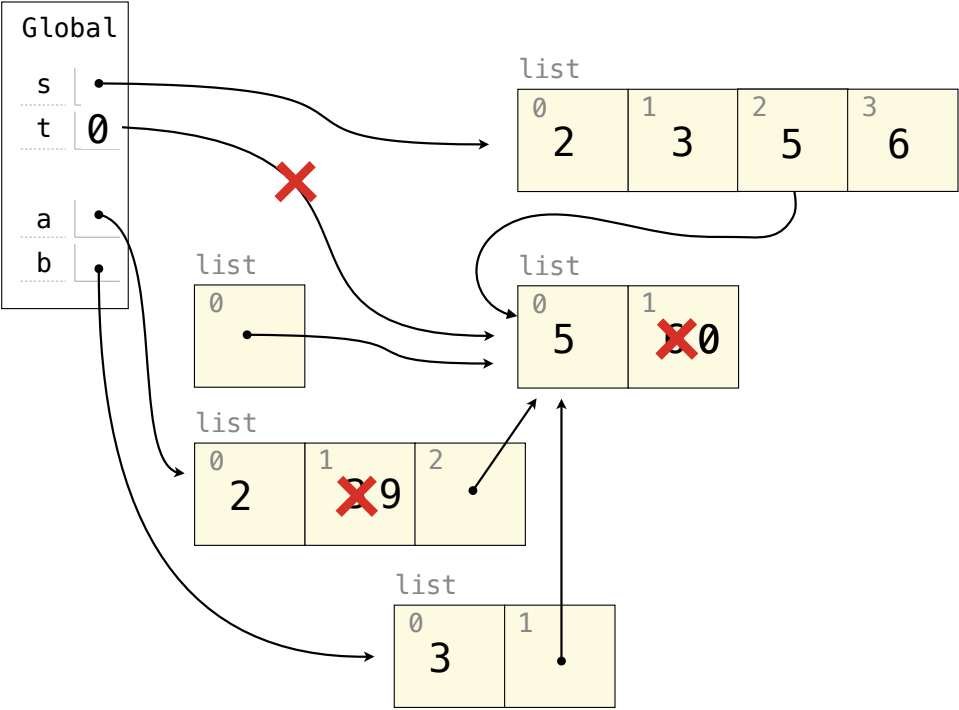
## Lists

# Lists in Environment Diagrams

Assume that before each example below we execute:

```
s = [2, 3]
t = [5, 6]
```

Operation	Example	Result
<b>append</b> adds one element to a list	s.append(t) t = 0	s → [2, 3, [5, 6]] t → 0
<b>extend</b> adds all elements in one list to another list	s.extend(t) t[1] = 0	s → [2, 3, 5, 6] t → [5, 0]
<b>addition &amp; slicing</b> create new lists containing existing elements	a = s + [t] b = a[1:] a[1] = 9 b[1][1] = 0	s → [2, 3] t → [5, 0] a → [2, 9, [5, 0]] b → [3, [5, 0]]



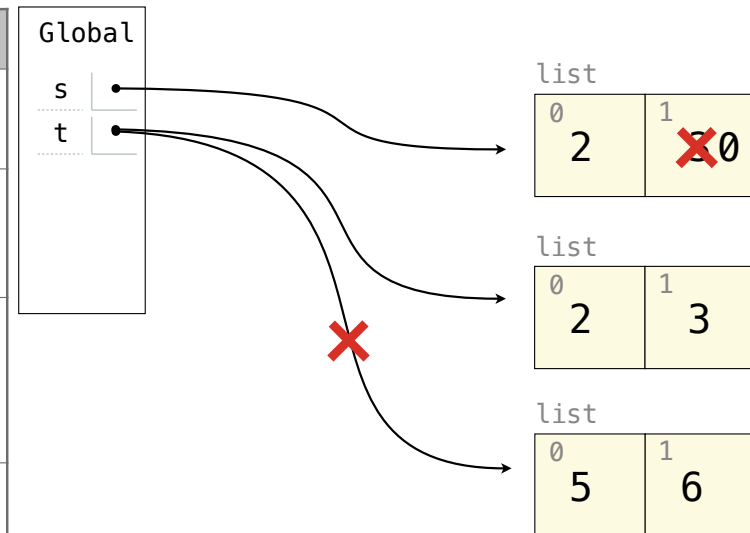
## Lists in Environment Diagrams

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<b>append</b> adds one element to a list	<code>s.append(t)</code> <code>t = 0</code>	<code>s</code> → [2, 3, [5, 6]] <code>t</code> → 0
<b>extend</b> adds all elements in one list to another list	<code>s.extend(t)</code> <code>t[1] = 0</code>	<code>s</code> → [2, 3, 5, 6] <code>t</code> → [5, 0]
<b>addition &amp; slicing</b> create new lists containing existing elements	<code>a = s + [t]</code> <code>b = a[1:]</code> <code>a[1] = 9</code> <code>b[1][1] = 0</code>	<code>s</code> → [2, 3] <code>t</code> → [5, 0] <code>a</code> → [2, 9, [5, 0]] <code>b</code> → [3, [5, 0]]
The <b>list</b> function also creates a new list containing existing elements	<code>t = list(s)</code> <code>s[1] = 0</code>	<code>s</code> → [2, 0] <code>t</code> → [2, 3]



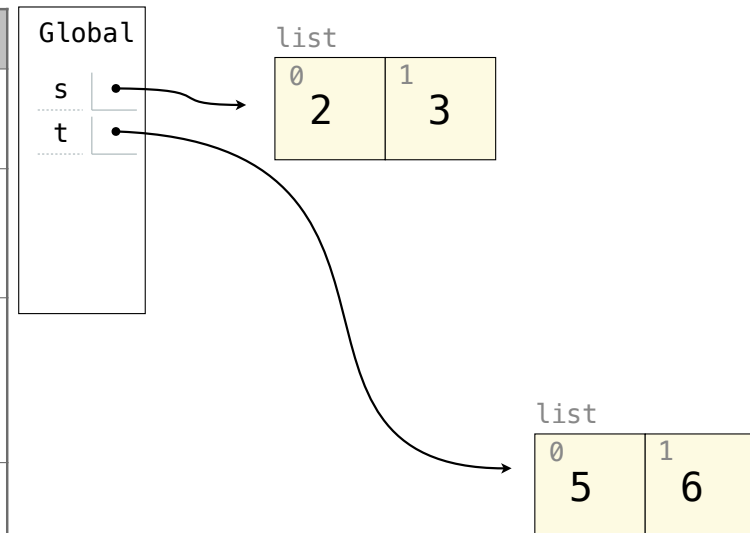
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<b>extend</b> adds all elements in one list to another list	<code>s.extend(t)</code> <code>t[1] = 0</code>	<code>s</code> → [2, 3, 5, 6] <code>t</code> → [5, 0]
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The <b>list</b> function also creates a new list containing existing elements	<code>t = list(s)</code> <code>s[1] = 0</code>	<code>s</code> → [2, 0] <code>t</code> → [2, 3]
<b>slice assignment</b> replaces a slice with new values	<code>s[0:0] = t</code> <code>s[3:] = t</code> <code>t[1] = 0</code>	



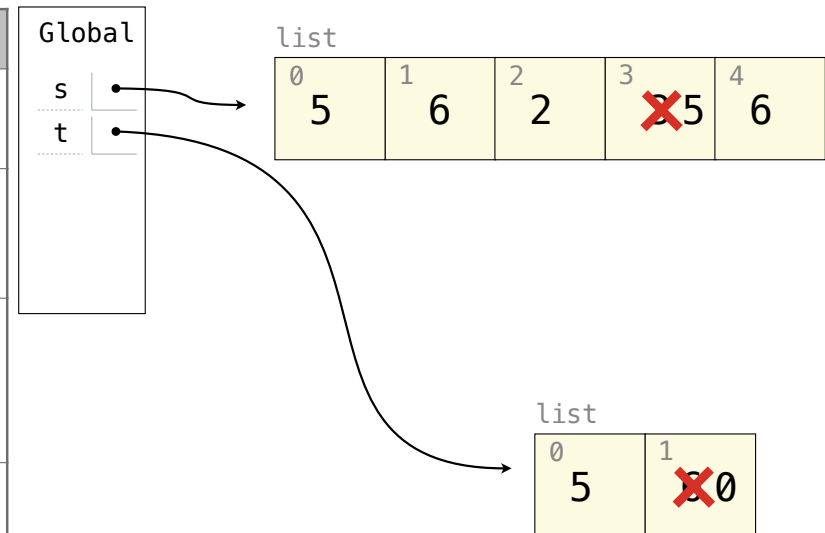
## Lists in Environment Diagrams

Assume that before each example below we execute:

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`t = [5, 6]`

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<b>append</b> adds one element to a list	<code>s.append(t)</code> <code>t = 0</code>	<code>s</code> → [2, 3, [5, 6]] <code>t</code> → 0
<b>extend</b> adds all elements in one list to another list	<code>s.extend(t)</code> <code>t[1] = 0</code>	<code>s</code> → [2, 3, 5, 6] <code>t</code> → [5, 0]
<b>addition &amp; slicing</b> create new lists containing existing elements	<code>a = s + [t]</code> <code>b = a[1:]</code> <code>a[1] = 9</code> <code>b[1][1] = 0</code>	<code>s</code> → [2, 3] <code>t</code> → [5, 0] <code>a</code> → [2, 9, [5, 0]] <code>b</code> → [3, [5, 0]]
The <b>list</b> function also creates a new list containing existing elements	<code>t = list(s)</code> <code>s[1] = 0</code>	<code>s</code> → [2, 0] <code>t</code> → [2, 3]
<b>slice assignment</b> replaces a slice with new values	<code>s[0:0] = t</code> <code>s[3:] = t</code> <code>t[1] = 0</code>	<code>s</code> → [5, 6, 2, 5, 6] <code>t</code> → [5, 0]



## Lists in Environment Diagrams

Assume that before each example below we execute:

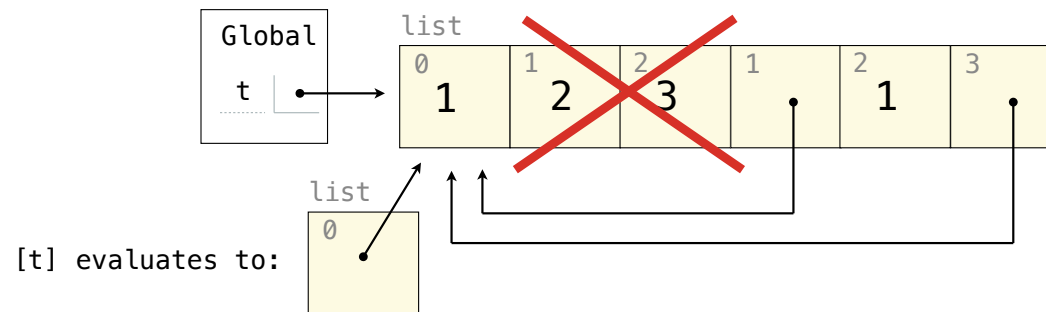
`s = [2, 3]`

`t = [5, 6]`

Operation	Example	Result
<b>pop</b> removes & returns the last element	<code>t = s.pop()</code>	<code>s</code> → [2] <code>t</code> → 3
<b>remove</b> removes the first element equal to the argument	<code>t.extend(t)</code> <code>t.remove(5)</code>	<code>s</code> → [2, 3] <code>t</code> → [6, 5, 6]
<b>slice assignment</b> can remove elements from a list by assigning [] to a slice.	<code>s[:1] = []</code> <code>t[0:2] = []</code>	<code>s</code> → [3] <code>t</code> → []

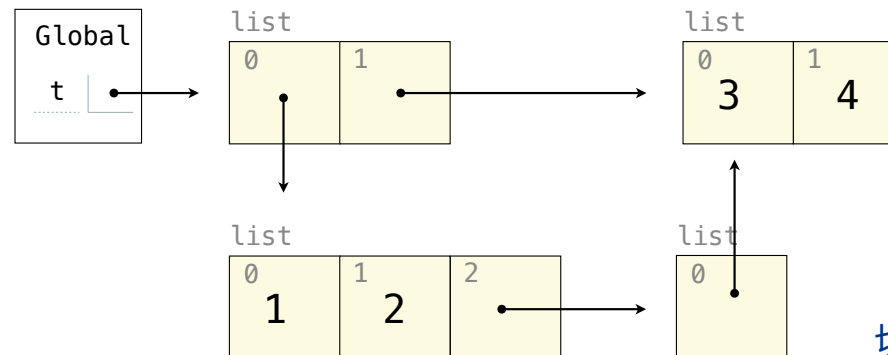
## Lists in Lists in Lists in Environment Diagrams

```
t = [1, 2, 3]
t[1:3] = [t]
t.extend(t)
```



[1, [...], 1, [...]]

```
t = [[1, 2], [3, 4]]
t[0].append(t[1:2])
```



切片会产生一个新的列表!

[[1, 2, [[3, 4]]], [3, 4]]