

Objects

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graph LR; Objects[Objects] --> SingleElement[Single-Element Objects]; Objects --> Collections[Collections]; SingleElement --> Numbers[Numbers (integers, floats)]; SingleElement --> Booleans[Booleans (true/false)]; SingleElement --> Characters[Characters (basis for text)]; Collections --> Arrays[Arrays (vectors, matrices)]; Collections --> Strings[Strings (collection of characters)]; Collections --> Tuples[Tuples]; Collections --> NamedTuples[Named Tuples]; Collections --> Dictionaries[Dictionaries]; Collections --> Sets[Sets];
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Single-Element
Objects

Numbers (integers, floats)

Booleans (true/false)

Characters (basis for text)

Collections

Arrays (vectors, matrices)

Strings (collection of characters)

Tuples

Named Tuples

Dictionaries

Sets