

OBJECTS

```
graph LR;
  OBJECTS[OBJECTS] --> SCALARS["Scalars  
(single-element objects)"];
  OBJECTS --> COLLECTIONS["Collections  
(multiple-element objects)"];
  SCALARS --> NUMBERS["Numbers (integers, floats)"];
  SCALARS --> BOOLEANS["Booleans (true/false)"];
  SCALARS --> CHARACTERS["Characters (basis for text)"];
  COLLECTIONS --> ARRAYS["Arrays (vectors, matrices)"];
  COLLECTIONS --> STRINGS["Strings (collection of characters)"];
  COLLECTIONS --> TUPLES["Tuples"];
  COLLECTIONS --> NAMED_TUPLES["Named Tuples"];
  COLLECTIONS --> DICTIONARIES["Dictionaries"];
  COLLECTIONS --> SETS["Sets"];
```

Scalars
(single-element
objects)

Numbers (integers, floats)

Booleans (true/false)

Characters (basis for text)

Collections
(multiple-element
objects)

Arrays (vectors, matrices)

Strings (collection of characters)

Tuples

Named Tuples

Dictionaries

Sets