

# 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[Dictonaries];
  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

Dictonaries

Sets