

# OBJECTS

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graph LR; OBJECTS[OBJECTS] --> Scalars["Scalars<br/>(single-element objects)"]; OBJECTS --> Collections["Collections<br/>(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 --> NamedTuples["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