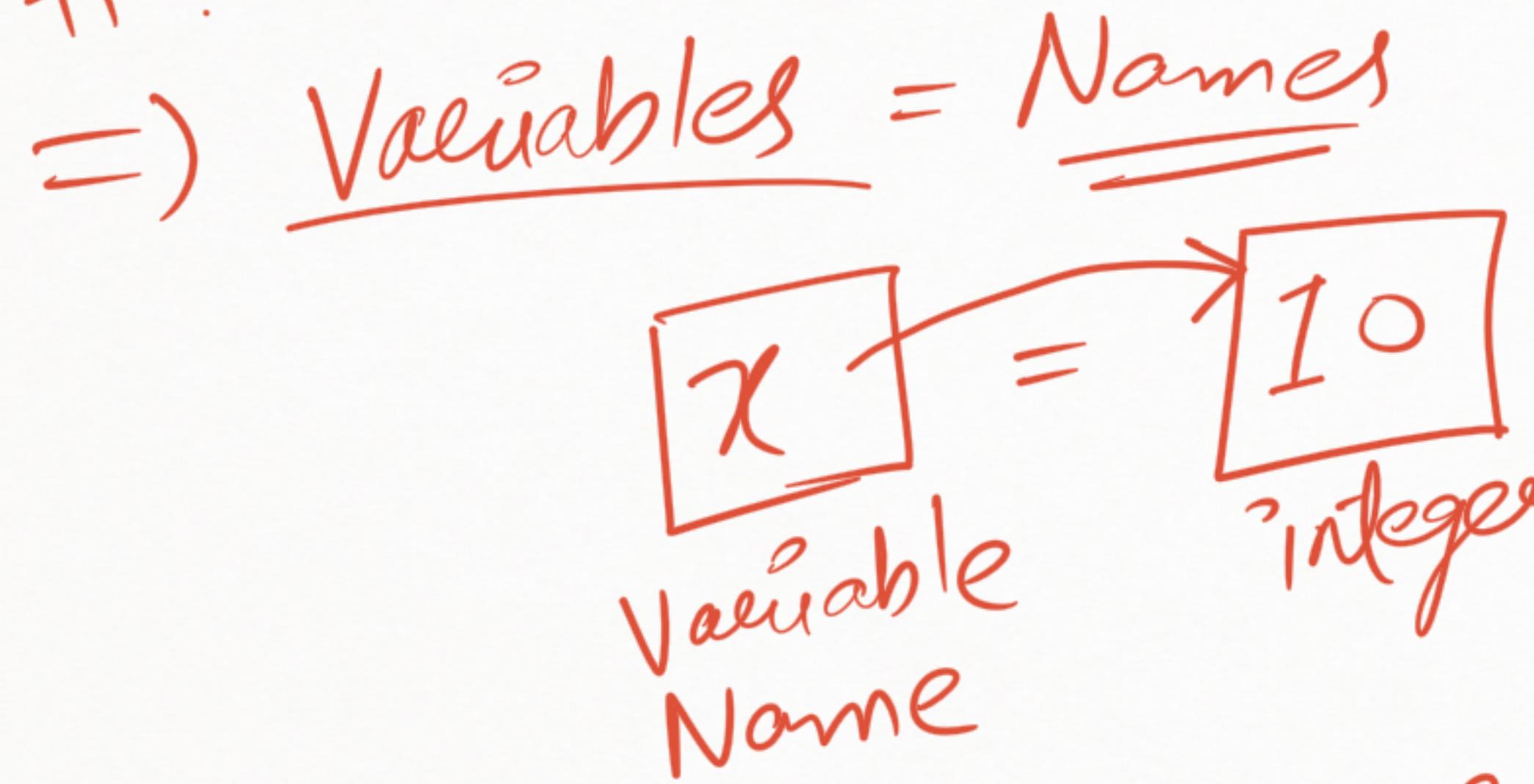
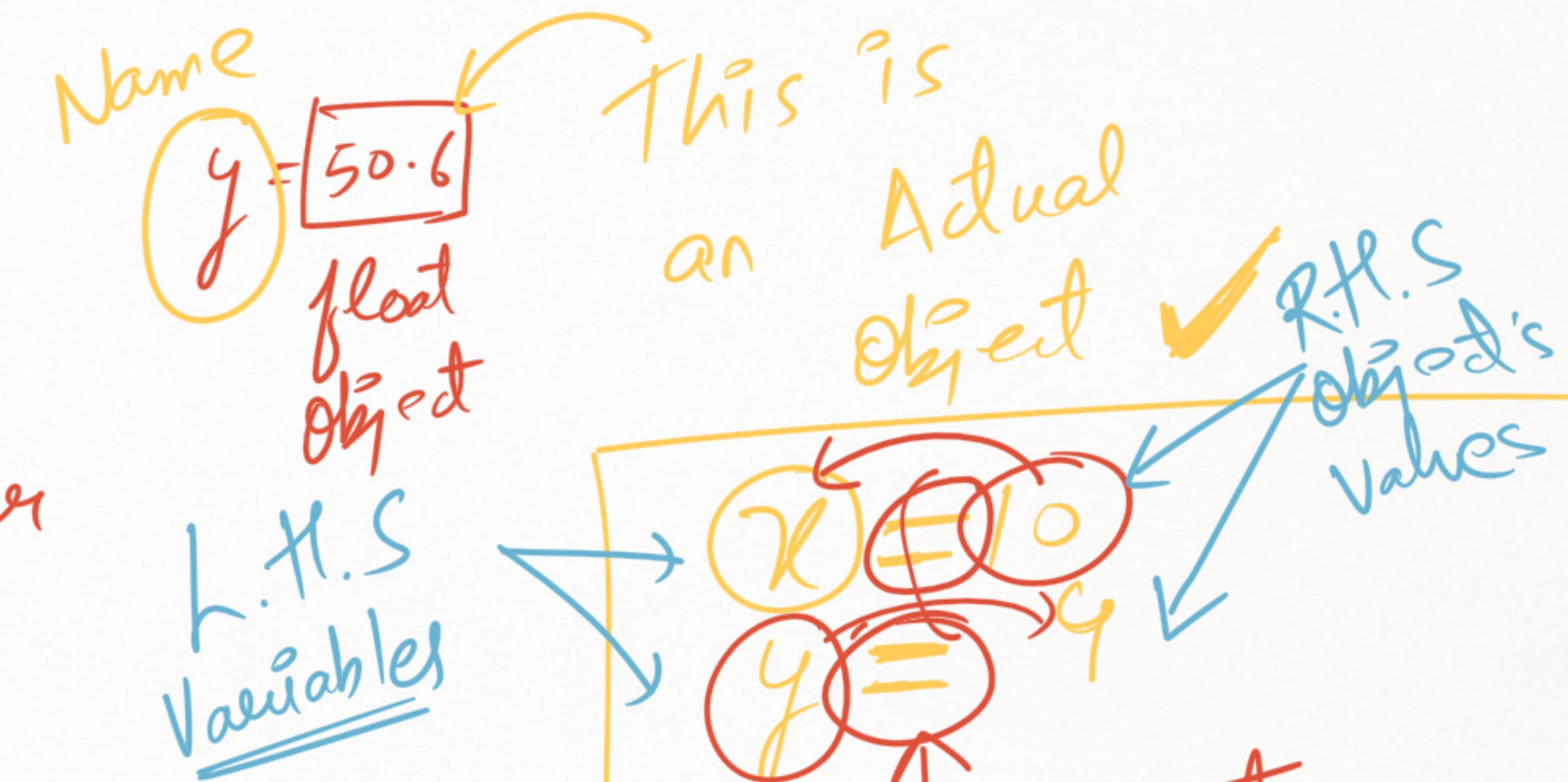


Assignment: Assigning a Value



What is an Object?

- Everything in Python is Object.
- All the data types are Object.
int 10 is an Object



★★ Assignment

y name has been given
to an object of int
data type with value 10.

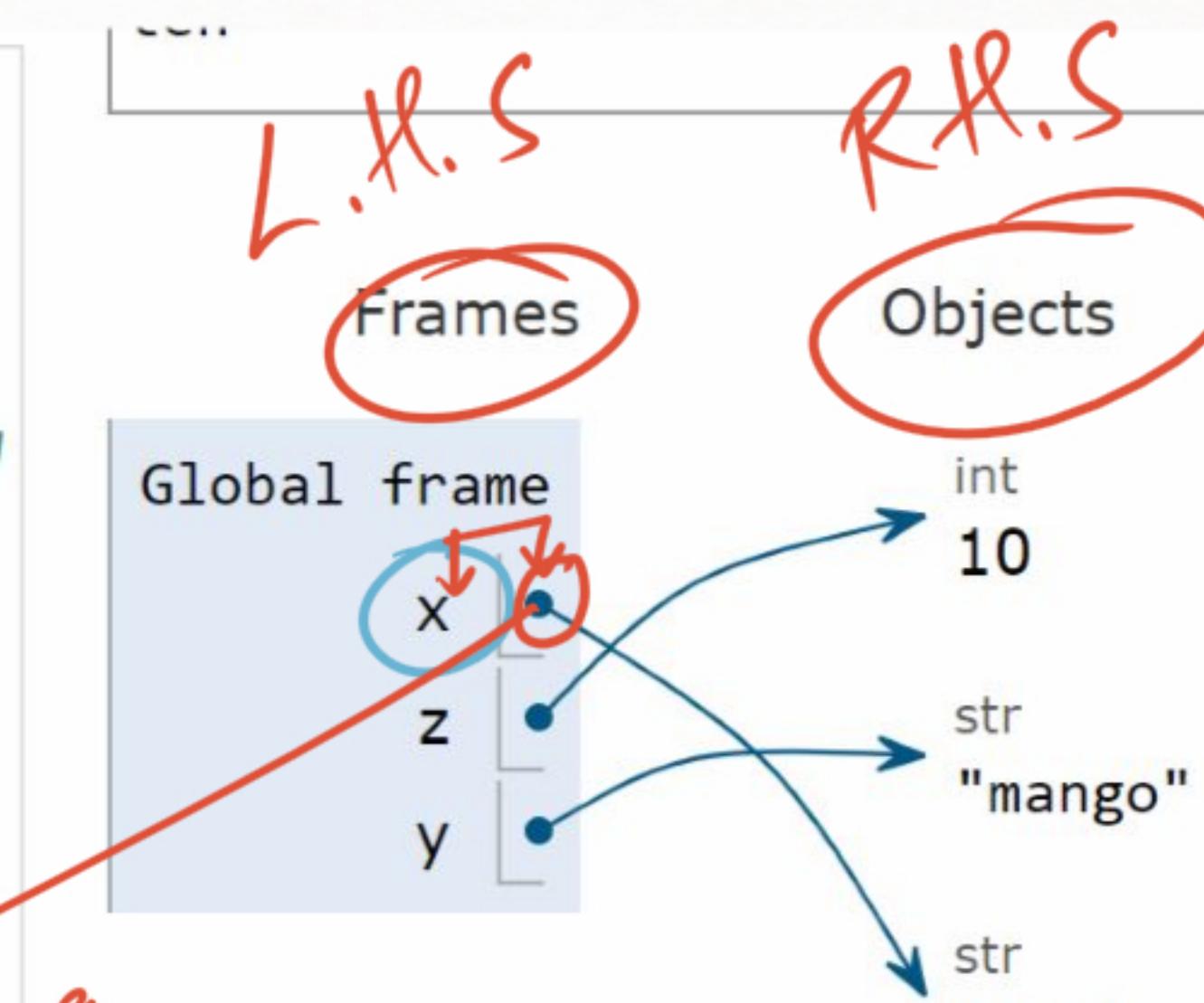
How are Objects Stored in Memory

L.H.S R.H.S

```
1 x = 10
2 z = 10
3 y = 'mango'
4 x = 'ten' # this is creating another object of type str
5 # in memory and than the name 'x' is pointing to the new
6 # object which is just created.
7 print(x)
```

R.H.S

x is just a
Name
Pointer
to an object
for 'x'



Memory of a
Python Program.

ode in Python 3.6

(drag lower right corner to resize code editor)

```
x = ['happy', 'coding', 1, 2, 3]
```

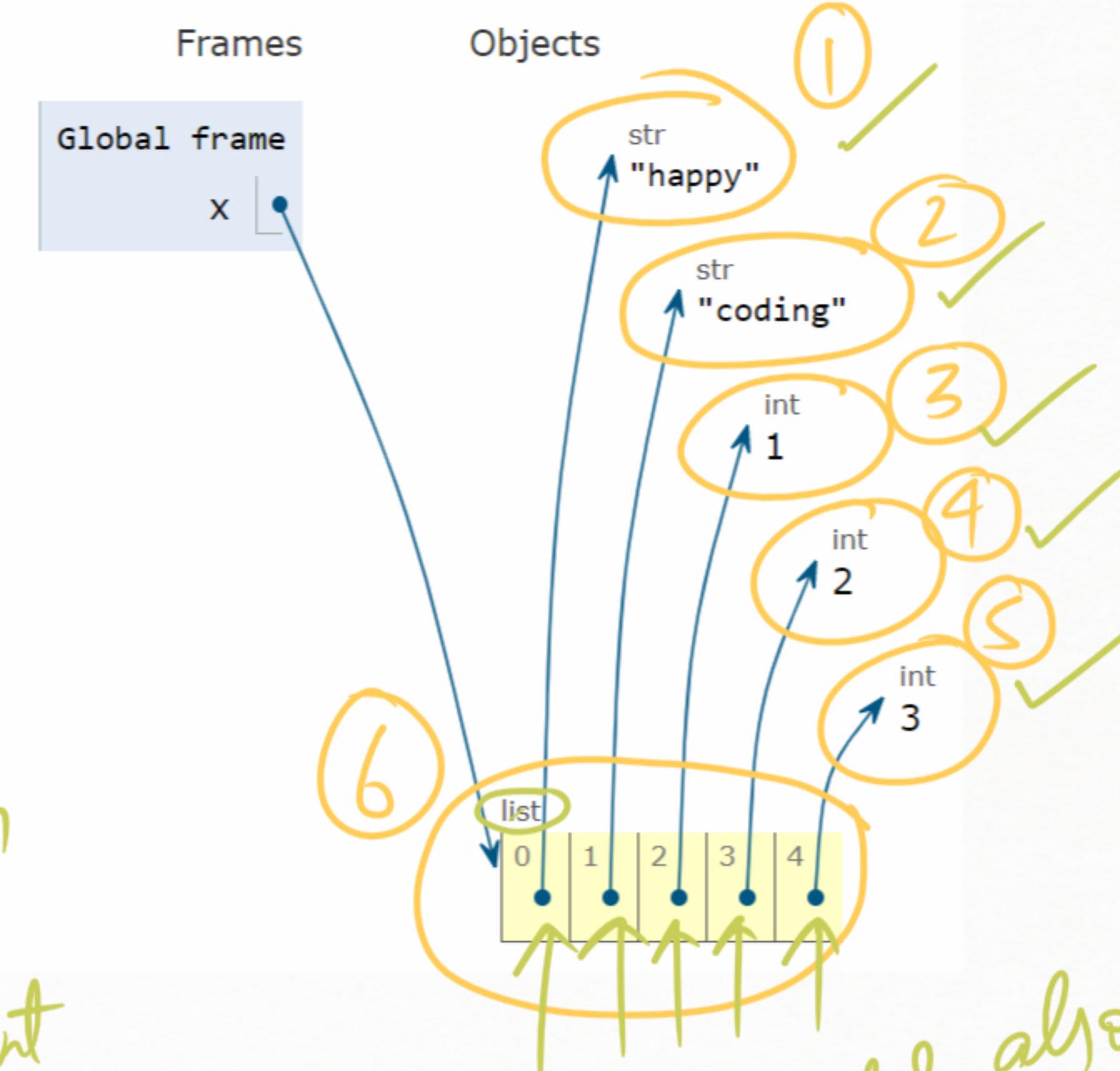
How many objects?

⇒ 6

How many Assignment

⇒ 1

Assignment will contain
Name on L.H.S and
Object's value it should point
to on R.H.S.



Pointers are also stored
as part of objects here.

code in Python 3.6
(drag lower right corner to resize code editor)

```
x = {'python': 3, 'java': 8}
```

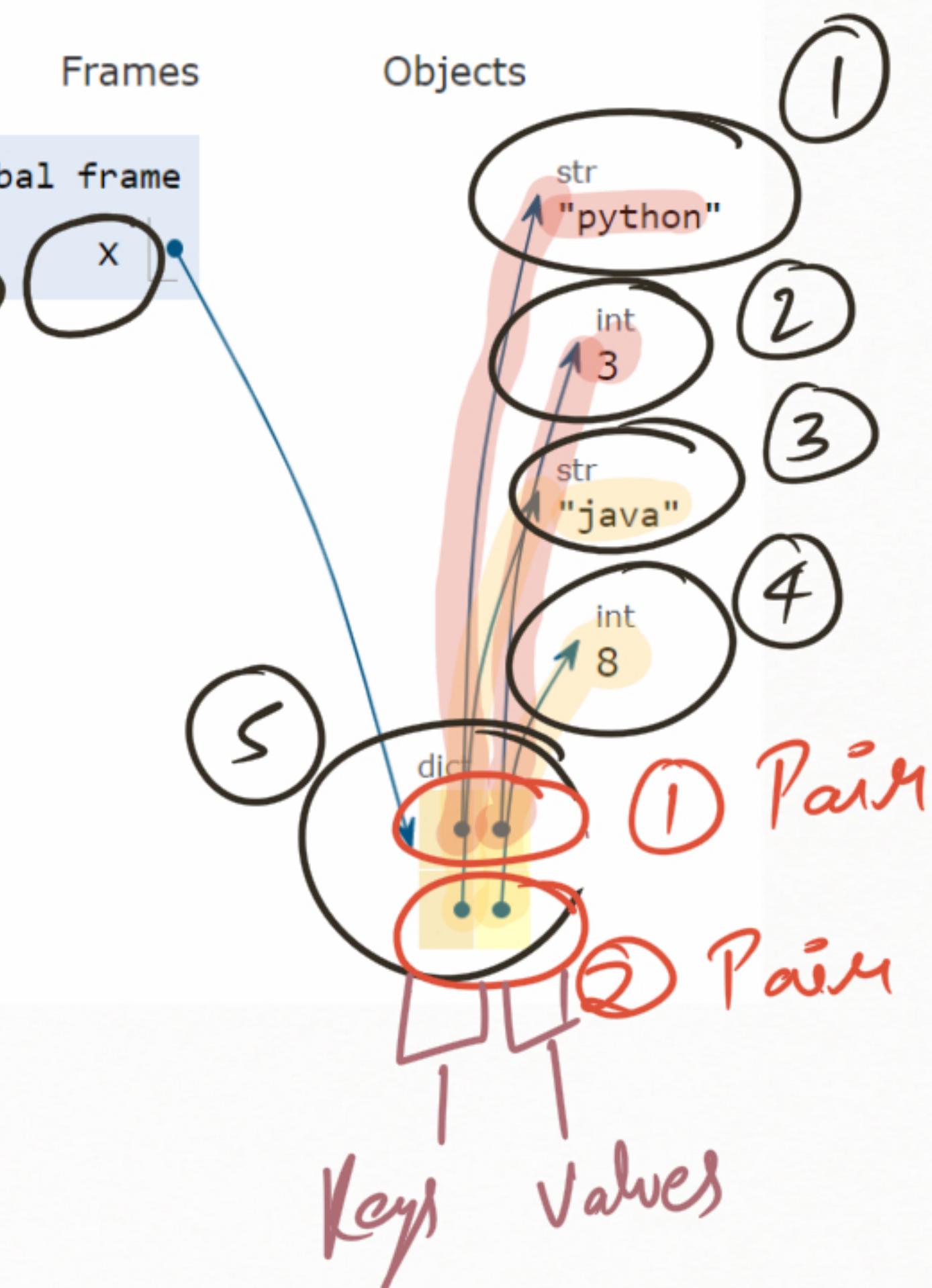
How many objects?
A Name

=> 5

Names and what?

How many
Names
=> 1, x

Dict => Key : Value



code in Python 3.6

```
x = (1,2,3,'mango','kiwi')
```

How many objects?
6

How many here?
uneditable objects

(drag lower right corner to resize code editor)

Frames

Global frame

x

Objects

int

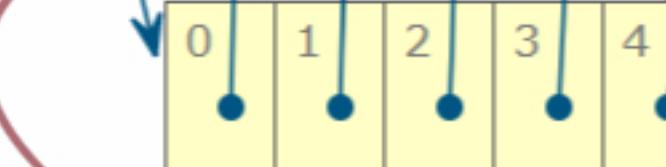
int

int

str
"mango"

str
"kiwi"

tuple



All of them are uneditable / immutable.

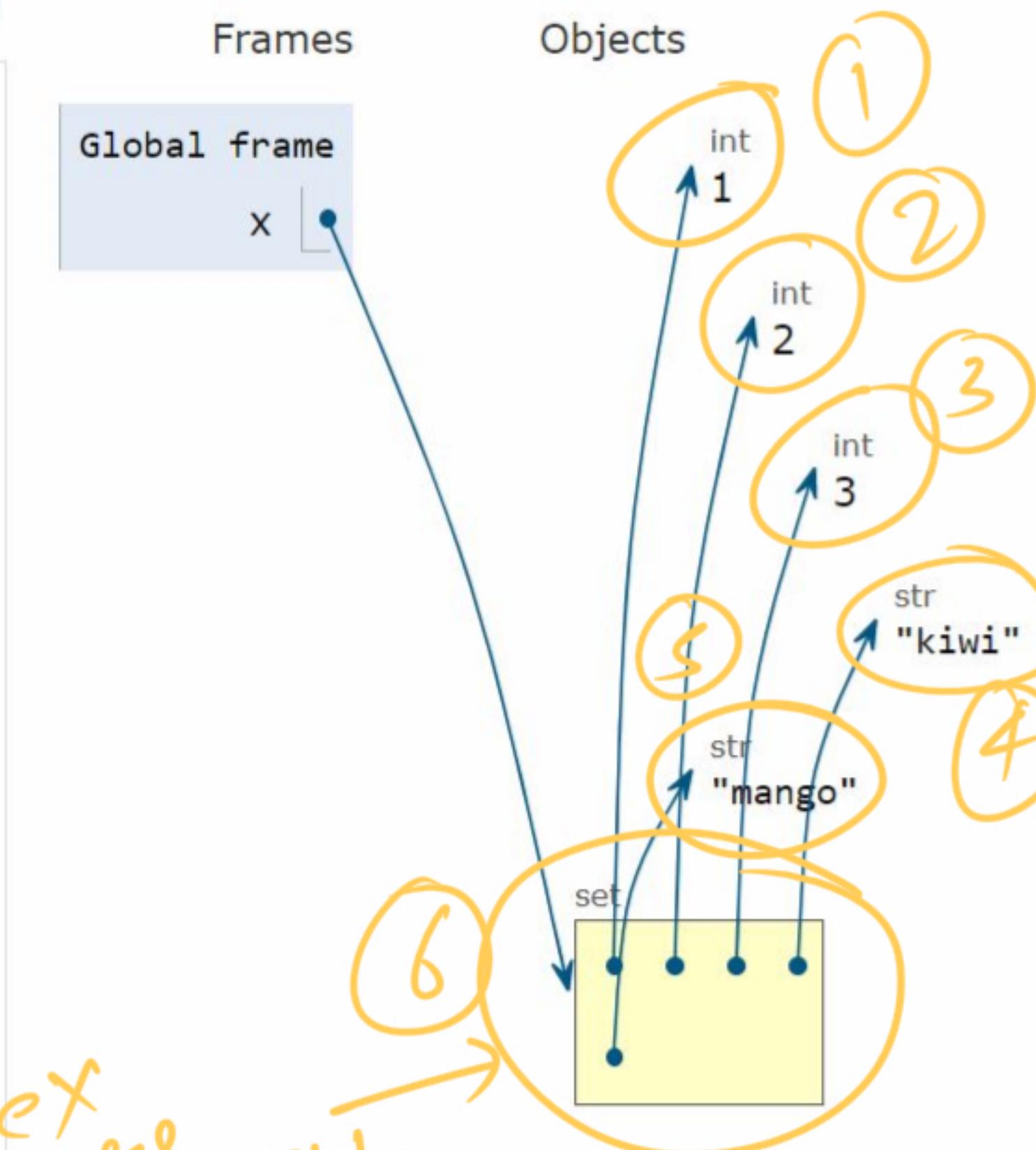
code in Python 3.6

(drag lower right corner to resize code editor)

```
x = {1,2,3,'mango','kiwi','kiwi','kiwi',1,1,1,1,1}  
## sets actually does not support duplicacy.
```

How many objects are here?
⇒ 6

index positions are not visible.



code in Python 3.6

```
x = [1,2,[3,4]]
```

How many objects?

⇒ 6

How many names?

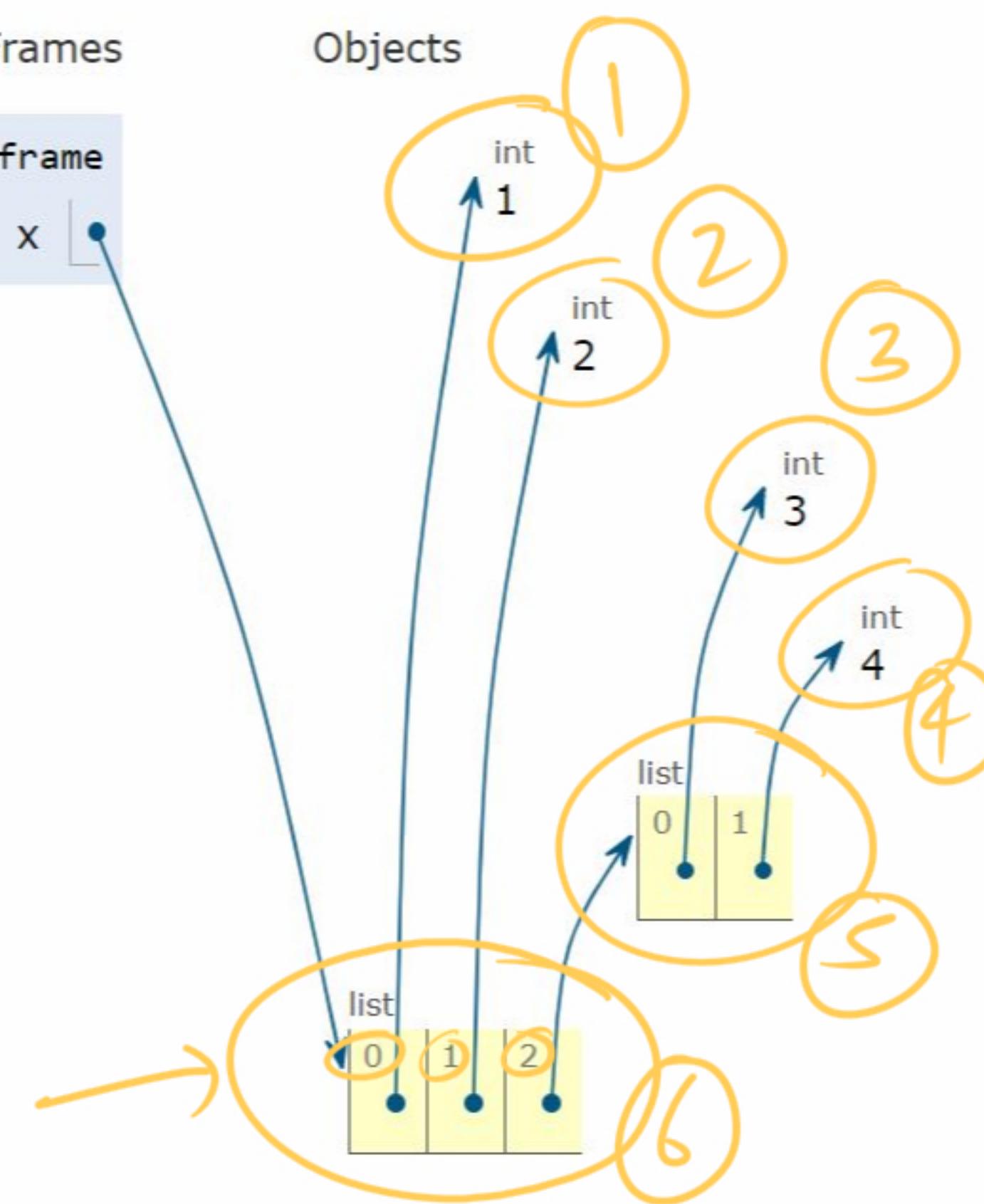
⇒ 1, x

(drag lower right corner to resize code editor)

Frames

Global frame
x

Objects



code in Python 3.6

(drag lower right corner to resize code editor)

```
x = [ {'python':3,'java':8}, {3,4,4}, True, False ]
```

Q1. How many objects?
=> 10 objects

that just executed
xt line to execute

<< First < Prev Next > Last >>

Done running (1 steps)

