

EVERYTHING IS AN OBJECT

Throughout this course, we'll encounter many data types.

- Integers (`int`)
- Booleans (`bool`)
- Floats (`float`)
- Strings (`str`)
- Lists (`list`)
- Tuples (`tuple`)
- Sets (`set`)
- Dictionaries (`dict`)
- None (`NoneType`)

We'll also see other constructs:

- Operators (`+`, `-`, `==`, `is`, ...)
- Functions
- Classes
- Types

and many more...

But the one thing in common with all these things, is that they are all **objects** (instances of classes)

- Functions (**function**) ←
- Classes (**class**) [not just instances, but the class itself]
- Types (**type**)

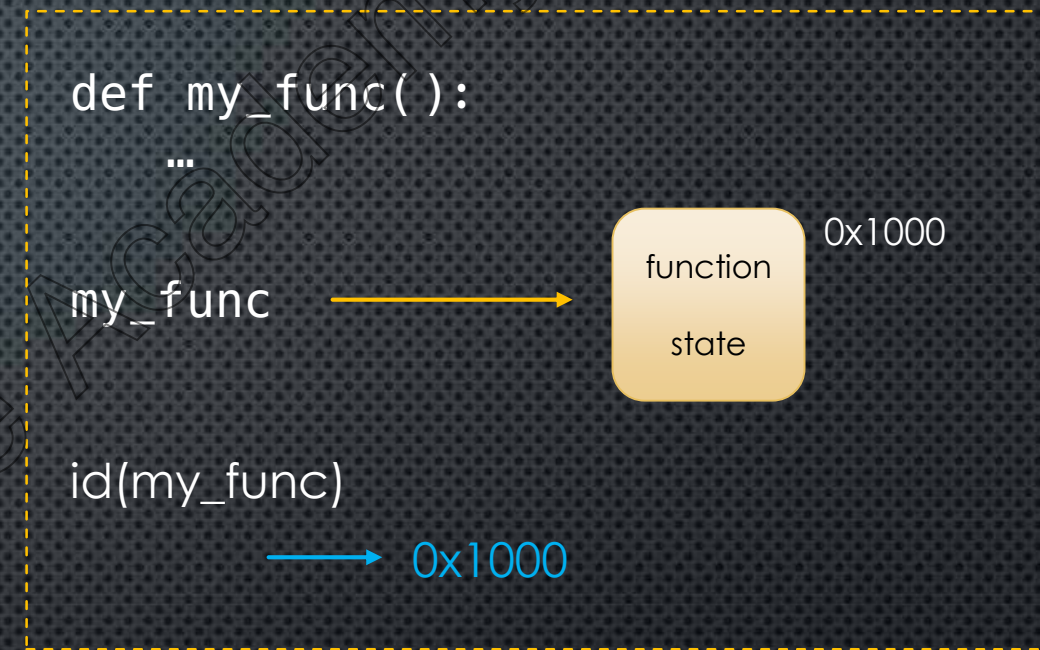
This means they all have a **memory address**!

As a consequence:

Any object can be **assigned** to a variable
including functions...

Any object can be **passed** to a function
including functions...

Any object can be **returned** from a function
including functions...



`my_func` is the **name** of the function
`my_func()` **invokes** the function