

```
#ShowDeepCopy.py
```

```
""" Illustrates the difference between copy and deepcopy.
"""
```

```
from copy import copy,deepcopy
```

```
class MyColor:
```

```
    """
```

```
    Attributes:
```

```
        rgb: a length-3 list of floats, each from the interval [0,1]
```

```
        name: string that encodes the name of the color
```

```
    """
```

```
    def __init__(self,rgb,name):
```

```
        """ Creates a color.
```

```
        PreC: rgb is a length-3 list of floats, name is a string
```

```
        """
```

```
        self.rgb = rgb
```

```
        self.name = name
```

```
    def __str__(self):
```

```
        """ Pretty prints a MyColor object.
```

```
        To apply this function to a MyColor object P, write
```

```
        print P
```

```
        """
```

```
        return '%10s : [%4.2f, %4.2f, %4.2f]' %(self.name,self.rgb[0],self.rgb[1],self.rgb[2])
```

```
if __name__ == '__main__':
```

```
    # In this sequence, the idea was for C2 to reference the original
```

```
    # object referenced by C1. It does not.:
```

```
    C1 = MyColor([1,0,0],'red')
```

```
    print C1
```

```
    C2 = copy(C1)
```

```
    print C2
```

```
    C1.rgb[0]=0
```

```
    C1.name = 'black'
```

```
    print C1
```

```
    print C2
```

```
    print '\n'
```

```
    # Same sequence of instructions only with deepcopy
```

```
    C1 = MyColor([1,0,0],'red')
```

```
    print C1
```

```
    C2 = deepcopy(C1)
```

```
    print C2
```

```
    C1.rgb[0]=0
```

```
    C1.name = 'black'
```

```
    print C1
```

```
    print C2
```

```
    print '\n'
```

```
    # Same sequence of instructions but C1 is updated by creating
```

```
    # a new list object
```

```
    C1 = MyColor([1,0,0],'red')
```

```
    print C1
```

```
    C2 = deepcopy(C1)
```

```
    print C2
```

```
    C1.rgb = [0,0,0]
```

```
C1.name = 'black'  
print C1  
print C2
```