This is larry’s explanation of Python variables which is based on a Java / C concept. These are the following ‘primitive’ types:

1. s = ‘Some String’ # String
2. i = 5 # int
3. f = 1.23 # floating point
4. o = Person(‘Larry’, 30) # object pointer

1 – Creates a variable called ‘s’ and assigns a value of ‘Some String’ to it. Points 1 – 3 do the same thing conceptually.

4 – Create an instance of the Person class and set the pointer variable called ‘o’ to point to it. So we have conceptually three things:

* the class ‘Person’
* the instance of person
* and the pointer ‘o’

Therefor 1:

s1 = ‘Hello World!’  
s2 = s1  
s1 = ‘What Ever!’

print(s1) 🡪 What Ever!  
print(s2) 🡪 Hello World!

Therefor 2:

p1 = Person(‘Larry’, 30)   
p2 = p1  
p1.name = ‘Adrienne’

print(p1) 🡪 My name is Adrienne and I am 30  
print(p2) 🡪 My name is Adrienne and I am 30

1. Create an instance of the Person class and set the pointer variable ‘p1’ to point to it. Run the initializer passing two parameters to it ‘Larry’ and 30.
2. Create a pointer variable ‘p2’ and have it point to the same object as ‘p1’
3. Change the name of the object pointed to by ‘p1’ to ‘Adrienne’
4. If we then set ‘p1’ and ‘p2’ to None or ‘p1’ and ‘p2’ were out of scope the person object created would be available for garbage collection (no longer has a reference therefor cannot be used again)