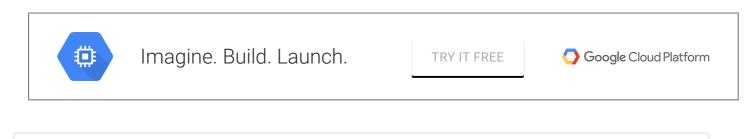


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Essential Linux Commands

Learn the basic essential linux commands in minutes



HOME (HOME.HTML) / PYTHON OBJECTS (/PYTHON-OBJECT.HTML)

Python Objects



All data in a Python program is represented by objects or by relations between objects. So what are objects in Python???

The official documentation describes it as:

Objects are Python's abstraction for data

Every object in Python has an identity, a type and a value.

Identity

A Python object's identity never changes once it has been created. It can be thought as the object's address in memory.

Python provides support to get identity of an object and to compare identities of 2 objects in a program. The 'is' operator compares the identity of two objects and the id() function returns an integer representing its identity.

Type

A Python object's type determines the operations that the object supports. An object's type is also unchangeable.

The type() function returns an object's type (which is an object itself).

A Python object's type determines the object's mutability. For example, objects of type numbers, strings and tuples are immutable, while dictionaries and lists are mutable.

Value

The value of some Python objects can change. Objects whose value can change are said to be mutable. While objects whose value is unchangeable once they are created are called immutable.

Objects in Python are never explicitly destroyed. Depending upon Python implementation, when objects become unreachable they may be garbage-collected.

For immutable types, operations that compute new values may actually return a reference to any existing object with the same type and value. For mutable objects this is not allowed.

For example, after a = 1; b = 1, a and b may or may not refer to the same object with the value one, depending on the implementation.

c = []; d = [], cand dare guaranteed to refer to two different, unique, newly created empty lists. Note that c = d = [] assigns the same object to both cand d.

Container Objects

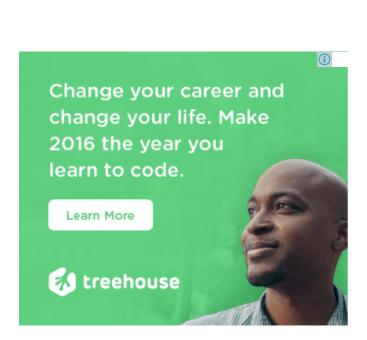
Like

Some objects contain references to other objects; these are called containers. The references are part of a container's value.

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Examples of containers are tuples, lists and dictionaries.



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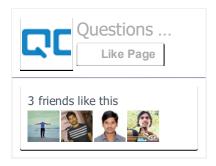
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