Creates a class to represent a permutation of 1, 2, . . ., n for some $n >= 0$.

An object is created by passing as argument to the class name:

- either no argument, in which case the empty permutation is created, or
- $length = n$ for some $n >= 0$, in which case the identity over 1, . . ., n is created, or
- the numbers 1, 2, . . ., n for some $n >= 0$, in some order, possibly together with $lengh = n$.

__len__(), __repr__() and __str__() are implemented, the latter providing the standard form decomposition of the permutation into cycles (see wikepedia page on permutations for details).

Objects have:

- nb_of_cycles as an attribute
- inverse() as a method

The * operator is implemented for permutation composition, for both infix and in-place uses.