Caching Design Issue #1

- Exact Equality Tests and float values
- float values don't always match exactly
- They're a terrible choice for cache keys

```
>>> 100 + (1/3) - 100 == 1/3
False
>>> 100 + (1/3) - 100
0.3333333333333286
```

Caching Design Issue #2
Mutable Objects

- Let's say we have a class that extends **`list`**
- Our extension computes sums of items in the list
- And caches the sums to save recomputing it all the time
- What happens when the list changes?