Functions are Objects 1

- Consider this:

```
>>> not_even = odd
>>> not_even(3)
True
```

- We assigned the function object to a new variable

  - The type details are part of the object

  - The variable is nothing more than a name

Functions are Objects 2

• Consider this:

```python
def shabby_log(function: Callable, value: Any) -> Any:
    print(function, value)
    return function(value)
```

• Looks like this:

```
>>> shabby_log(odd, 3)
<function odd at 0x613978> 3
True
```

• The **shabby_log()** function accepts a function as an argument