

# Mutable Default Parameters

```
def foo(n, x=[]):  
    x.append(n)  
    print(x)
```

```
foo(1, [4]) # => [4, 1]
```

```
foo(3) # => [3]
```

```
foo(3) # => [3, 3]
```

```
foo(3) # => [3, 3, 3]
```

```
def foo(n, x=None):  
    if x is None:  
        x = []  
    x.append(n)  
    print(x)
```

```
foo(1, [4]) # => [4, 1]
```

```
foo(3) # => [3]
```

```
foo(3) # => [3]
```

```
foo(3) # => [3]
```

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# Magic Methods for Custom Classes

```
class Vector():  
    def __init__(self, elems):  
        self.elems = elems  
  
    def size(self):  
        return len(self.elems)
```

```
v = Vector([1,2])  
len(v)  # => fails
```

```
class Vector():  
    def __init__(self, elems):  
        self.elems = elems  
  
    def __len__(self):  
        return len(self.elems)
```

```
v = Vector([1,2])  
len(v)  # => succeeds
```