def



4 1 3 # => 15

 $1 \quad 2 \quad 3 \quad 2 \quad \# => [1, 2, 3, 1, 2, 3]$

'l' 'olo' 4 # => 'lololololololo'



DuckTyping

```
def compute(a, b, c):
    return (a + b) * c

compute(4, 1, 3) # => 15

compute([1], [2, 3], 2) # => [1, 2, 3, 1, 2, 3]

compute('l', 'olo', 4) # => 'lolololololololo'
```

To the compute function, all that matters is that the arguments support + and *

DuckTyping