Mutable vs Immutable **Objects**

A mutable object can be changed after it's created, and an immutable object can't.

For example, lists are mutable in Python:

```
int_list = [4, 9]
int_list[0] = 1
# int_list is now [1, 9]
```

And tuples are immutable:

```
Python 2.7
int_tuple = (4, 9)
int_tuple[0] = 1
# Raises: TypeError: 'tuple' object does not support item assignment
```

Strings can be mutable or immutable depending on the language.

Strings are immutable in Python:

```
test_string = 'mutable?'
test\_string[7] = '!'
# Raises: TypeError: 'str' object does not support item assignment
```

But in some other languages, like Ruby, strings are mutable:

```
Ruby
test_string = 'mutable?'
test_string[7] = '!'
# test_string is now 'mutable!'
```

Mutable objects are nice because you can make changes in-place, without allocating a new object. But be careful—whenever you make an in-place change to an object, ${\it all}$ references to that object will now reflect the change.



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