



11.5. Aliasing and copying

Because dictionaries are mutable, you need to be aware of aliasing (as we saw with lists). Whenever two variables refer to the same dictionary object, changes to one affect the other. For example, `opposites` is a dictionary that contains pairs of opposites.

Save & Run

Original - 1 of 1

Show in CodeLens

```
1 opposites = {'up': 'down', 'right': 'wrong', 'true': 'false'}
2 alias = opposites
3
4 print(alias is opposites)
5
6 alias['right'] = 'left'
7 print(opposites['right'])
8
```

True
left

Activity: 1 -- ActiveCode (ac10_4_1)

As you can see from the `is` operator, `alias` and `opposites` refer to the same object.

If you want to modify a dictionary and keep a copy of the original, use the dictionary `copy` method. Since `acopy` is a copy of the dictionary, changes to it will not effect the original.

```
acopy = opposites.copy()
acopy['right'] = 'left'    # does not change opposites
```

Check your understanding

dictionaries-4-1: What is printed by the following statements?

```
mydict = {"cat":12, "dog":6, "elephant":23, "bear":20}
yourdict = mydict
yourdict["elephant"] = 999
print(mydict["elephant"])
```

- ☐ A. 23
- ☐ B. None
- ☒ C. 999
- ☐ D. Error, there are two different keys named elephant.

Check me

Compare me

✓ Yes, since yourdict is an alias for mydict, the value for the key elephant has been changed.

Activity: 2 -- Multiple Choice (question10_4_1)

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