

Mutable Values

Announcements

Objects

(Demo)

Objects

- Objects represent information
- They consist of data and behavior, bundled together to create abstractions
- Objects can represent things, but also properties, interactions, & processes
- A type of object is called a class; **classes** are first-class values in Python
- Object-oriented programming:
 - A metaphor for organizing large programs
 - Special syntax that can improve the composition of programs
- In Python, every value is an object
 - All **objects** have **attributes**
 - A lot of data manipulation happens through object **methods**
 - Functions do one thing; objects do many related things

Example: Strings

(Demo)

Representing Strings: the ASCII Standard

American Standard Code for Information Interchange

ASCII Code Chart

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
0 0 0	0 NUL	1 SOH	2 STX	3 ETX	4 EOT	5 ENQ	6 ACK	7 BEL	8 BS	9 HT	A LF	B VT	C FF	D CR	E SO	F SI	
0 0 1	1 DLE	2 DC1	3 DC2	4 DC3	5 DC4	6 NAK	7 SYN	8 ETB	9 CAN	A EM	B SUB	C ESC	D FS	E GS	F RS	US	
0 1 0	2	!	"	#	\$	%	&	'	()	*	+	,	-	.	/	
0 1 1	3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
1 0 0	4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1 0 1	5	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	^	_
1 1 0	6	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
1 1 1	7	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL

16 columns: 4 bits

- Layout was chosen to support sorting by character code
- Rows indexed 2-5 are a useful 6-bit (64 element) subset
- Control characters were designed for transmission

(Demo)

Representing Strings: the Unicode Standard

- 137,994 characters in Unicode 12.1
- 150 scripts (organized)
- Enumeration of character properties, such as case
- Supports bidirectional display order
- A canonical name for every character

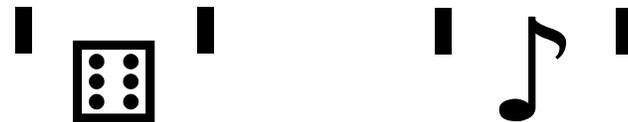
聾	聾	聾	聽	聵	聶	職	聾
8071	8072	8073	8074	8075	8076	8077	8078
健	腓	腳	腓	腓	腓	腓	腸
8171	8172	8173	8174	8175	8176	8177	8178
艱	色	艷	艷	艷	艷	艷	艸
8271	8272	8273	8274	8275	8276	8277	8278
菘	菘	荳	菘	菘	菘	荷	菘
8371	8372	8373	8374	8375	8376	8377	8378
葱	菘	葳	葳	葵	葶	葶	蔥

http://ian-albert.com/unicode_chart/unichart-chinese.jpg

LATIN CAPITAL LETTER A

DIE FACE-6

EIGHTH NOTE



(Demo)

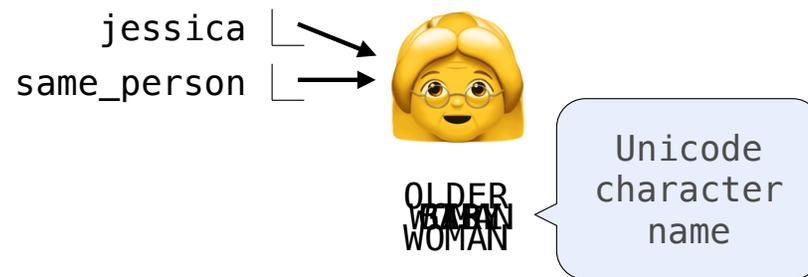
Mutation Operations

Some Objects Can Change

[Demo]

First example in the course of an object changing state

The same object can change in value throughout the course of computation



All names that refer to the same object are affected by a mutation

Only objects of *mutable* types can change: lists & dictionaries

{Demo}

Mutation Can Happen Within a Function Call

A function can change the value of any object in its scope

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
>>> mystery(four)
>>> len(four)
2
```

```
def mystery(s):      or      def mystery(s):
    s.pop()           s[2:] = []
    s.pop()
```

```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
>>> another_mystery() # No arguments!
>>> len(four)
2
```

```
def another_mystery():
    four.pop()
    four.pop()
```

Tuples

(Demo)

Tuples are Immutable Sequences

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
>>> ooze()
>>> turtle
(1, 2, 3)
```

Next lecture: ooze can change turtle's binding

```
>>> turtle = [1, 2, 3]
>>> ooze()
>>> turtle
['Anything could be inside!']
```

The value of an expression can change because of changes in names or objects

Name change:

```
>>> x = 2
>>> x + x
4
>>> x = 3
>>> x + x
6
```

Object mutation:

```
>>> x = [1, 2]
>>> x + x
[1, 2, 1, 2]
>>> x.append(3)
>>> x + x
[1, 2, 3, 1, 2, 3]
```

An immutable sequence may still change if it *contains* a mutable value as an element

```
>>> s = ([1, 2], 3)
>>> s[0] = 4
ERROR
```

```
>>> s = ([1, 2], 3)
>>> s[0][0] = 4
>>> s
([4, 2], 3)
```

Mutation

Sameness and Change

- As long as we never modify objects, a compound object is just the totality of its pieces
- A rational number is just its numerator and denominator
- This view is no longer valid in the presence of change
- A compound data object has an "identity" in addition to the pieces of which it is composed
- A list is still "the same" list even if we change its contents
- Conversely, we could have two lists that happen to have the same contents, but are different

```
>>> a = [10]
>>> b = a
>>> a == b
True
>>> a.append(20)
>>> a
[10, 20]
>>> b
[10, 20]
>>> a == b
True
```

```
>>> a = [10]
>>> b = [10]
>>> a == b
True
>>> b.append(20)
>>> a
[10]
>>> b
[10, 20]
>>> a == b
False
```

Identity Operators

Identity

`<exp0> is <exp1>`

evaluates to `True` if both `<exp0>` and `<exp1>` evaluate to the same object

Equality

`<exp0> == <exp1>`

evaluates to `True` if both `<exp0>` and `<exp1>` evaluate to equal values

Identical objects are always equal values

(Demo)

Lists

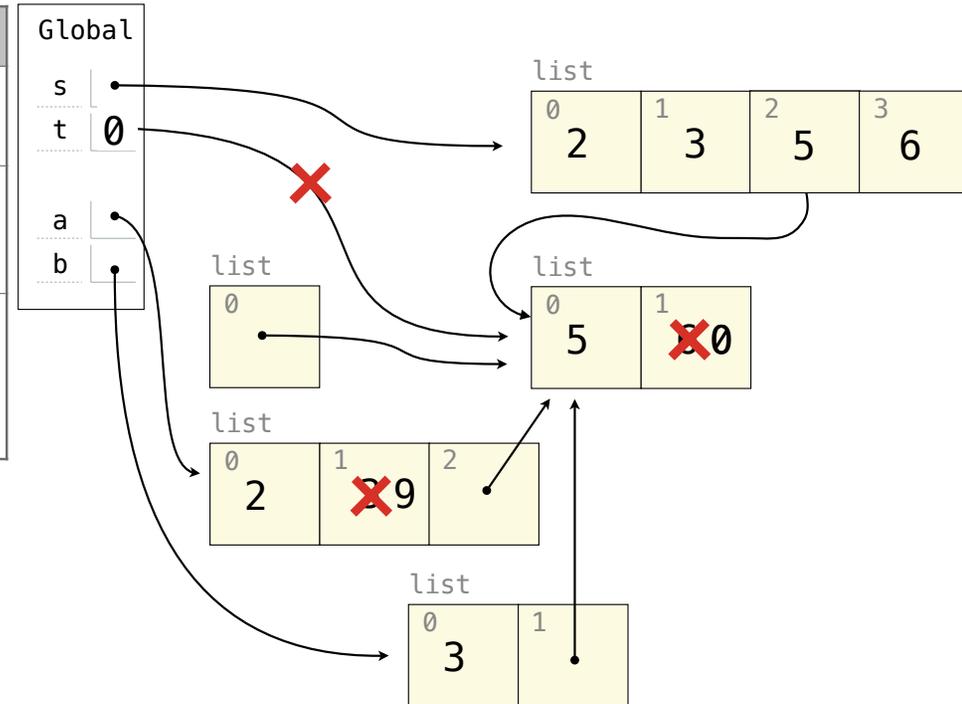
Lists in Environment Diagrams

Assume that before each example below we execute:

`s = [2, 3]`

`t = [5, 6]`

Operation	Example	Result
append adds one element to a list	<code>s.append(t)</code> <code>t = 0</code>	<code>s</code> → [2, 3, [5, 6]] <code>t</code> → 0
extend adds all elements in one list to another list	<code>s.extend(t)</code> <code>t[1] = 0</code>	<code>s</code> → [2, 3, 5, 6] <code>t</code> → [5, 0]
addition & slicing create new lists containing existing elements	<code>a = s + [t]</code> <code>b = a[1:]</code> <code>a[1] = 9</code> <code>b[1][1] = 0</code>	<code>s</code> → [2, 3] <code>t</code> → [5, 0] <code>a</code> → [2, 9, [5, 0]] <code>b</code> → [3, [5, 0]]



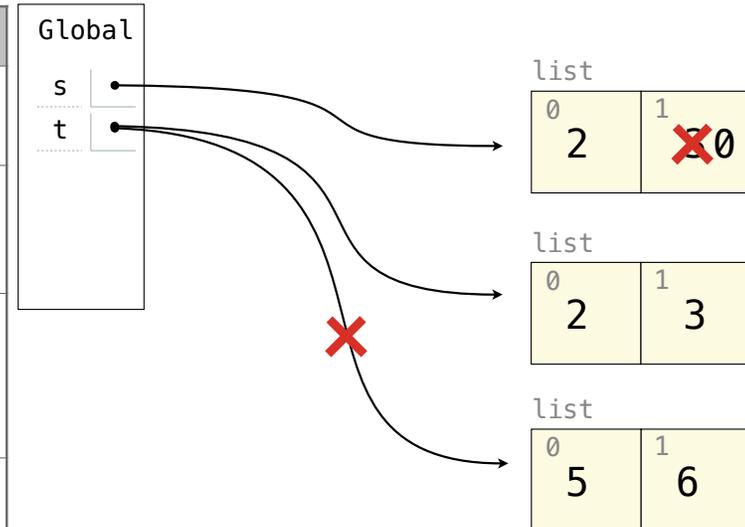
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The list function also creates a new list containing existing elements	<code>t = list(s)</code> <code>s[1] = 0</code>	<code>s</code> → [2, 0] <code>t</code> → [2, 3]



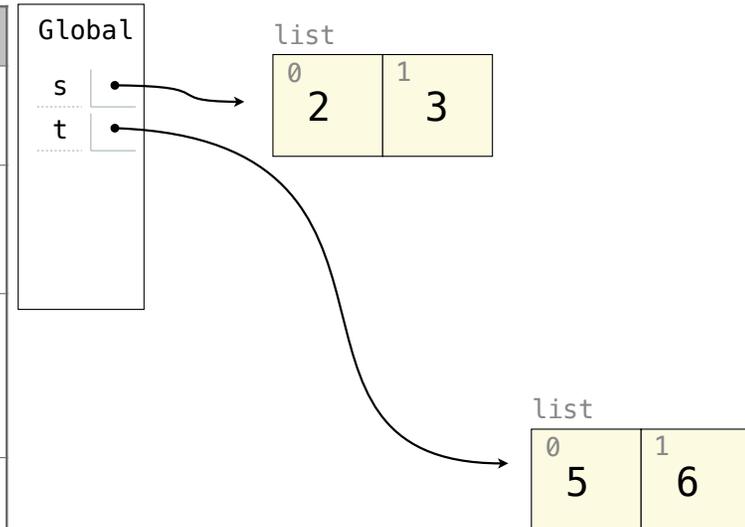
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slice assignment replaces a slice with new values	<code>s[0:0] = t</code> <code>s[3:] = t</code> <code>t[1] = 0</code>	



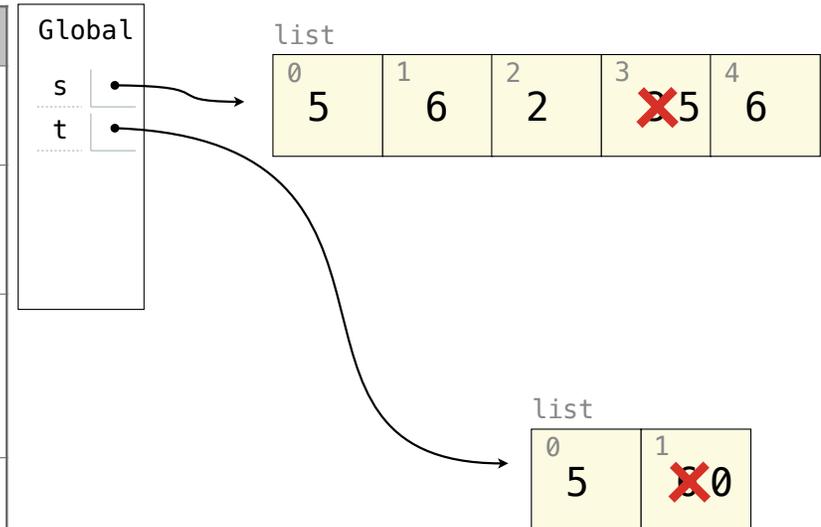
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slice assignment replaces a slice with new values	<code>s[0:0] = t</code> <code>s[3:] = t</code> <code>t[1] = 0</code>	<code>s</code> → [5, 6, 2, 5, 6] <code>t</code> → [5, 0]



Lists in Environment Diagrams

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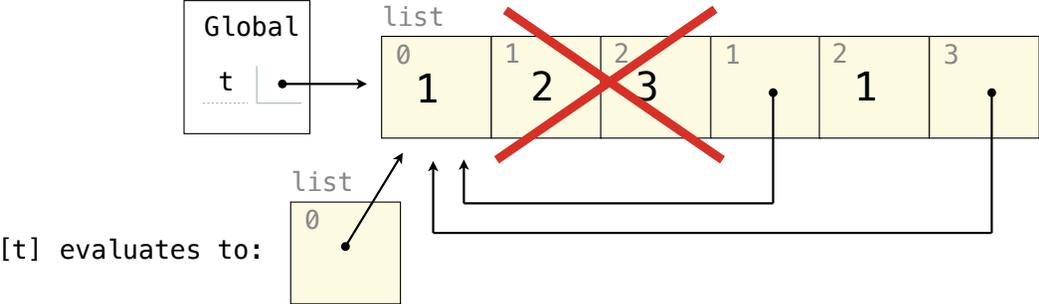
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`t = [5, 6]`

Operation	Example	Result
pop removes & returns the last element	<code>t = s.pop()</code>	<code>s → [2]</code> <code>t → 3</code>
remove removes the first element equal to the argument	<code>t.extend(t)</code> <code>t.remove(5)</code>	<code>s → [2, 3]</code> <code>t → [6, 5, 6]</code>
slice assignment can remove elements from a list by assigning <code>[]</code> to a slice.	<code>s[:1] = []</code> <code>t[0:2] = []</code>	<code>s → [3]</code> <code>t → []</code>

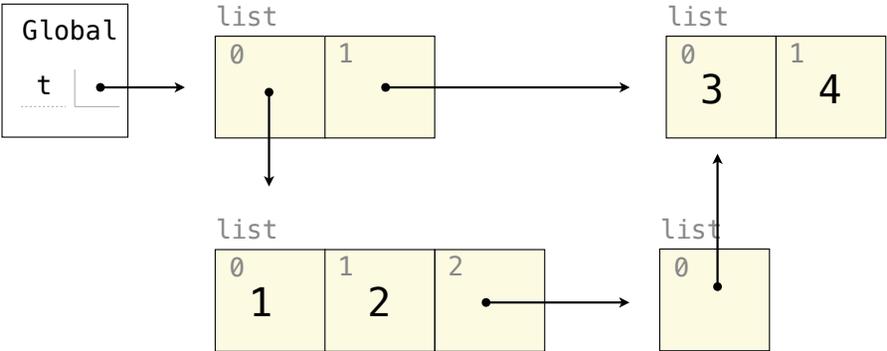
Lists in Lists in Lists in Environment Diagrams

```
t = [1, 2, 3]
t[1:3] = [t]
t.extend(t)
```



[1, [...], 1, [...]]

```
t = [[1, 2], [3, 4]]
t[0].append(t[1:2])
```



[[1, 2, [[3, 4]]], [3, 4]]