

Getting Into the Details

```
def change(inside_number, inside_list):  
    inside_number = 5  
    inside_list[0] = 7  
    return inside_number  
outside_number = 12  
outside_list = [1,2,3]  
result = change(outside_number, outside_list)
```

- ▶ What are the values at the end of `outside_number`, `outside_list` and `result`?



Memory Management

- ▶ **Quick review:**
 - ▶ Computers store all data in memory
 - ▶ All data is stored in binary form
 - ▶ The type of the data (e.g. int, string, image) is used by functions to know how to process the data
 - ▶ 109 can be the number 109, the character 'm', a color value, etc.



Memory Management

- ▶ Assigning a new variable allocates memory for its value

`a = 19`

- ▶ Creates a new integer object with the value 19
- ▶ Makes the name (symbol) `a` reference that object

`a = [1, 2, 3, 4]`

- ▶ Creates a new list object with 4 slots
- ▶ Creates 4 new integer objects with values 1,2,3,4
- ▶ Makes each slot in the list reference an integer object
- ▶ Makes the name (symbol) `a` reference the list object



Heap and Scope

- ▶ All objects are allocated on a *heap*, a chunk of memory reserved for the program
- ▶ Variables exist in the *scope* of the module or function that they are created in
 - ▶ A variable name cannot be used outside its scope; that's a different variable
 - ▶ E.g. Portland, OR vs. Portland, Maine



Assignment

- ▶ **Assigning a variable**

- ▶ Creates that variable if it doesn't exist
- ▶ Makes it reference the value given

- ▶ **Assigning a variable to another variable**

- ▶ `a = 17`
- ▶ `b = a`
- ▶ Makes the symbol `b` reference the same object that `a` references



Assignment

- ▶ **Assigning a variable**

- ▶ Creates that variable if it doesn't exist
- ▶ Makes it reference the value given

- ▶ **Assigning a variable to another variable**

a = 17

- ▶ a references an integer object with value 17

b = a

- ▶ b references the *same* object

a = 18

- ▶ a references a *different* integer object with value 18
- ▶ (b still references 17)



Assignment

- ▶ **Assigning a variable to another variable**

`a = [17, 18]`

- ▶ `a` references a list object referencing objects for 17 and 18

`b = a`

- ▶ `b` references the *same* list object

`b[0] = 16`

- ▶ The shared list now references object with values 16 and 18
 - ▶ i.e. `a` and `b` both reference `[16, 18]`

`a = [20, 21]`

- ▶ `a` references a new list object

- ▶ `b` still references the old list with `[16, 18]`



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result = change(outside_number, outside_list)
```

▶ **Values at the end:**

- ▶ outside_number => 12
- ▶ outside_list => [7,2,3]
- ▶ result => 5



Getting Into the Details

- ▶ Passing parameter values into a function works exactly the same way that assigning a variable to another variable works!
 - ▶ The parameter inside the function is assigned the value of the variable (or literal) that is passed in

