

# Мутабельные и иммутабельные типы данных

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```
a = 5  
def change(a: int):  
    a = 42  
  
change(a)  
print(a)
```

5

```
a = [5]
def change(a: list):
    a += [42]

change(a)
print(len(a))
```

2

```
a = [5]
def change(a: list):
    a = a + [42]

change(a)
print(len(a))
```

1

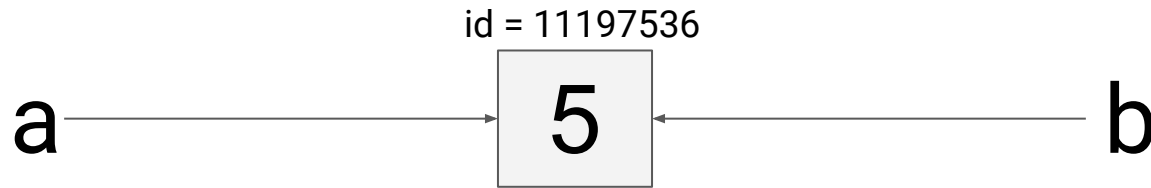
# Python data types

<b>Immutable</b>	<b>Mutable</b>
int, float, complex	list, set
tuple, frozenset	dict
bytes	bytearray
str	
bool	

# Immutable

`a = 5`

`b = a`



`a += 2`



## WAT?

```
a = 100  
b = 100  
a is b // True
```

```
a = 500  
b = 500  
a is b // False
```

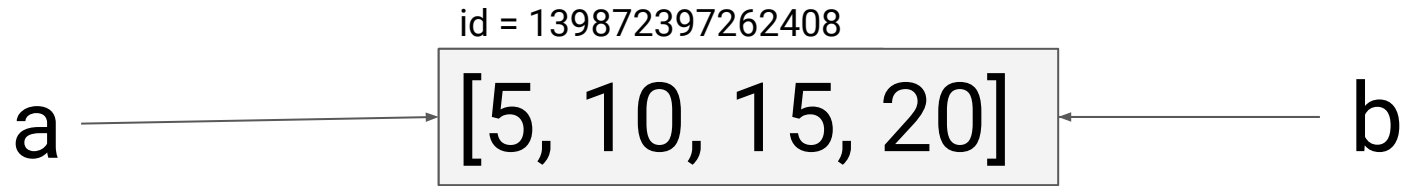
```
a = 'mystring'  
b = 'mystring'  
a is b // True
```

```
a = 'what?'  
b = 'what?'  
a is b // False
```

# Mutable

`a = [5, 10, 15]`

`b = a`



`a += [20]`



# Pitfalls

- default mutable arguments
- side-effects

## Default mutable argument

```
def change(a: list = []):  
    a += [10]  
    print(a)
```

```
change() // [10]
```

```
change() // [10, 10]
```

```
change() // [10, 10, 10]
```

## Default mutable argument: solution

```
def change(a: Optional[List] = None):  
    if a is None:  
        a = []  
    a += [10]  
    print(a)
```

```
change() // [10]
```

```
change() // [10]
```

```
change() // [10]
```

## PEP 505 -- None-aware operators (??=)

```
a = None
```

```
b = ''
```

```
c = 0
```

```
a ??= 'value'
```

```
b ??= undefined_name
```

```
c ??= shutil.rmtree('/') # don't try this at home, kids
```

```
assert a == 'value'
```

```
assert b == ''
```

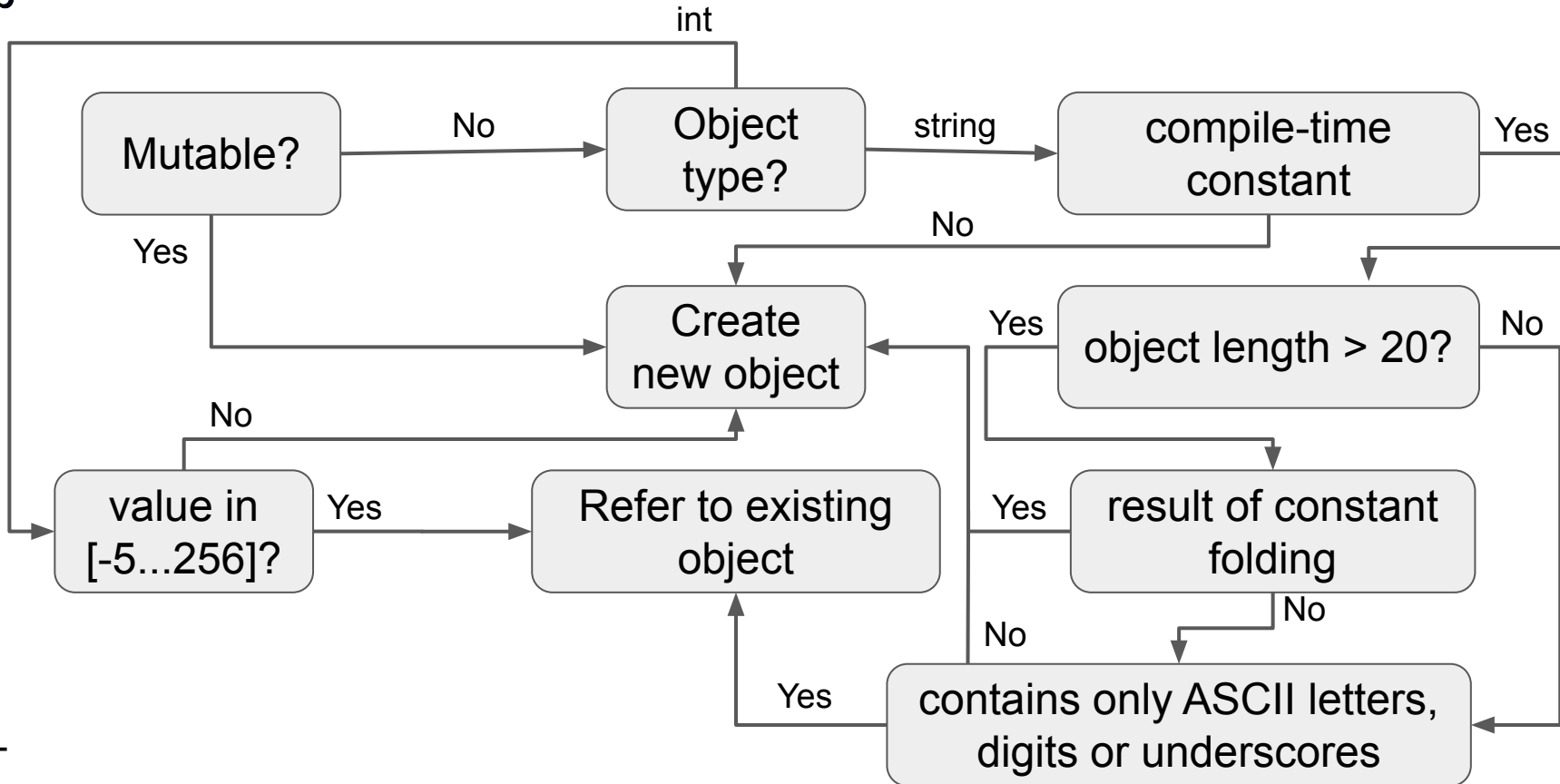
```
assert c == 0 and any(os.scandir('/'))
```

## Side-effect

```
a = [{  
    'year': 2019,  
    'month': 12,  
    'day': 6,  
    'value': 1000  
}, {  
    'year': 1970,  
    'month': 1,  
    'day': 1,  
    'value': 5  
}]
```

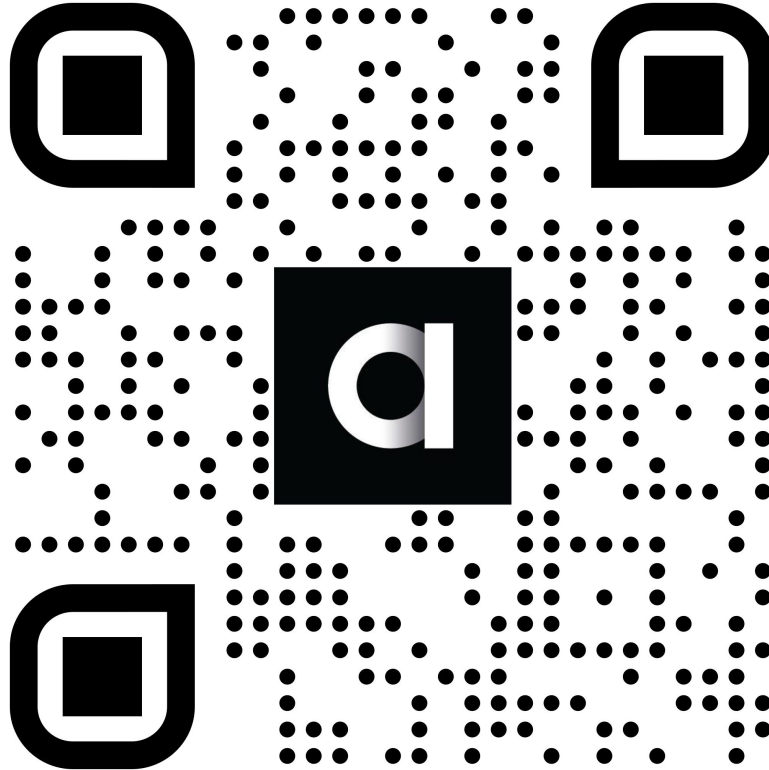
```
def change(my_list: list):  
    my_list = deepcopy(my_list)  
    new_list = list(sorted(filter(  
        lambda x: x['year'] == 2019, my_list)))  
    for _, group in groupby(  
        new_list, lambda x: x['month']):  
        for record in group:  
            record['value'] += record['value'] * 0.2  
  
change(a)  
print(a[0]['value']) // 1000.00
```

# Objects optimization



Python  
MeetUp  
Ekb

## Contacts and links



 @feofanov

 [github.com/Ivan-Feofanov](https://github.com/Ivan-Feofanov)

+=

```
a = [5]
```

```
a += [42]
```

```
a = 5
```

```
a += 42
```

```
a.__iadd__([42])
```

```
a.__add__(42)
```

```
a.__radd__(42)
```

bonus