

Object deep and shallow copy

Oliver W. Layton

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Finish Turtle object symbol table
example

Shallow and deep copies of objects

Shallow copy (1/2)

Scenario: You make and customize a `Turtle` object and want to duplicate (**copy**) the color, pen width, shape, etc to a second `Turtle` object, but don't want to re-type all the commands.

```
turt1 = turtle.Turtle()  
turt1.color('red')  
# etc
```

Shallow copy (2/2)

```
turt1 = turtle.Turtle()  
turt1.color('red')  
turt2 = turt1  # This does a shallow copy.  
# NOT what you want in above scenario
```

- A **shallow copy** creates a *nickname* — two names for the same data.
- Change turt2 color to red? turt1 also becomes red.
- Change turt1 shape to a turtle? turt2 also gets a turtle shape.
- Let's look at example code then show what happens in the symbol table.