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.

```python
  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.