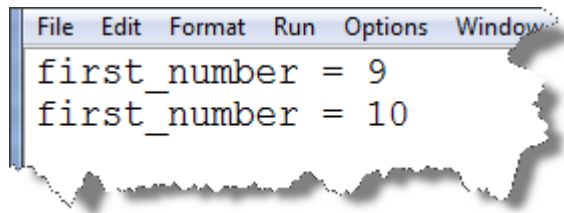


## Lesson 15 Exercise (An Immutable Object)

1. Ensure you have viewed the video (associated with this exercise) at [this link](#).

If you are viewing a printed copy of this exercise locate the video on the YouTube channel either directly on the channel or via the supporting website.

2. Draw a sequence of diagrams showing the 'execution space' (as represented in the video) when the following lines of code execute.



```
File Edit Format Run Options Window  
first_number = 9  
first_number = 10
```

3. Make sure you show, in one of the diagrams of the sequence, the garbage collection of an appropriate object.
4. Describe what is meant by immutable.
5. What is achieved by garbage collection?

**END**