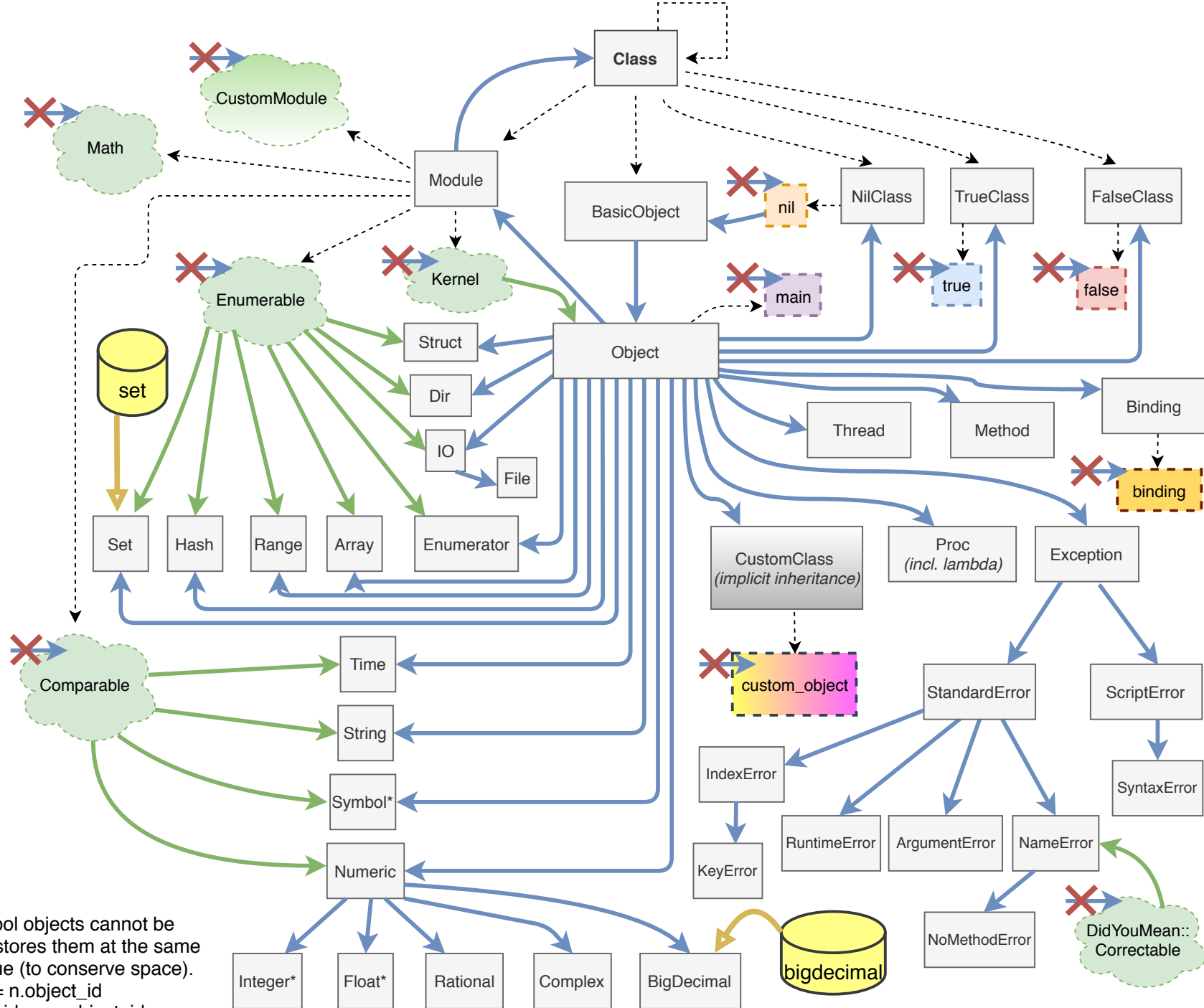
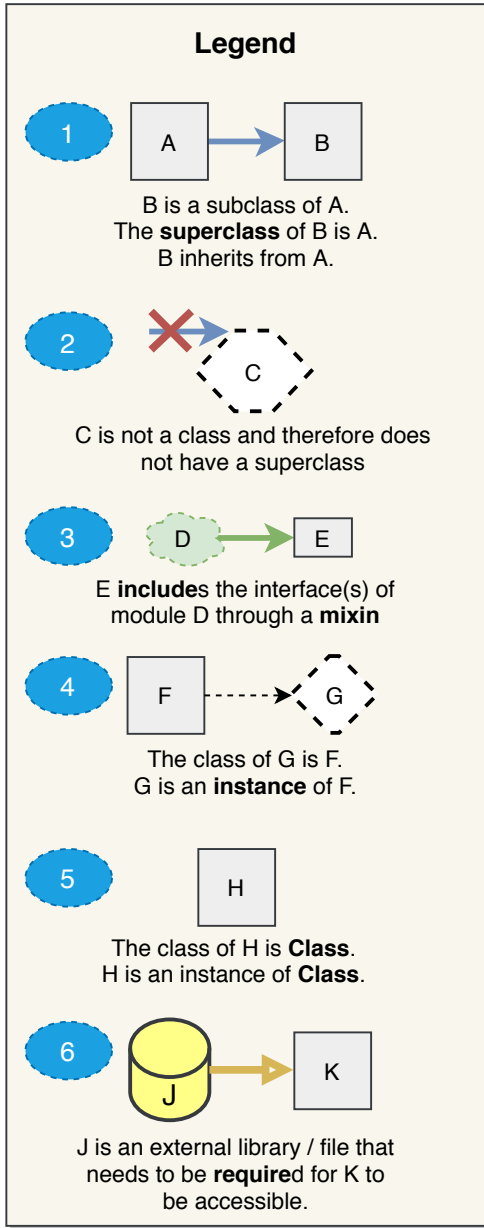


Class Inheritance & Module Mixins in Ruby (v. 2.7)



***Note:** Because Integer, Float, and Symbol objects cannot be mutated and only have one attribute, Ruby stores them at the same memory location if they have the same value (to conserve space).
 E.g. `m = 5; n = 5; m.object_id == n.object_id`
 E.g. `p = :potato; q = :potato; p.object_id == q.object_id`