

# Math and object manipulation

## Syntax:

```
Node += val
```

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## Math operations

If you used pyndb, you probably had to do something like this:

```
x = PYNDatabase({})  
x.set("a", 1)  
x.set("a", x.a.val + 1)
```

Let's be real here, this **SUCKS**. pyntree does it better:

```
x = Node()  
x.a = 1  
x.a += 1
```

Wow, that's infinitely simpler and less painful, right?!

## Object operations

You can interact with a Node's data directly once you retrieve it:

```
x = Node()  
x.a = [1,2,3,4]  
x.a().append(5)  
print(x.a()) # -> [1,2,3,4,5]
```

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