

A decorative graphic on the left side of the slide, consisting of a network of white lines and small circles on a blue gradient background, resembling a circuit board or a neural network.

CLASS INTERNALS

OPERATOR OVERLOADING

Operator Overloading

- Python operators work for built-in classes, but the same operator behaves differently with different types. For example, the + operator will, perform arithmetic addition on two numbers, merge two lists and concatenate two strings.
- Operator overloading allows same operator to have different meaning based on the context.
- User defined classes can overload operators too. To overload the + sign, for example, implement the `__add__()` function in the class.

Overloading Example

```
class Point:
    def __init__(self, x = 0, y = 0):
        self.x = x
        self.y = y
    def __str__(self):
        return str(self.x) + str(self.y)
    def __add__(self, rhs):
        x = self.x + rhs.x
        y = self.y + rhs.y
        return Point(x, y)
```

Usage:

```
p1 = Point(100,100)
p2 = Point(200,200)
pAdd = p1 + p2
```

Comparison Overloading

Operator	Expression	Internally
Less than	<code>p1 < p2</code>	<code>p1.__lt__(p2)</code>
Less than or equal to	<code>p1 <= p2</code>	<code>p1.__le__(p2)</code>
Equal to	<code>p1 == p2</code>	<code>p1.__eq__(p2)</code>
Not equal to	<code>p1 != p2</code>	<code>p1.__ne__(p2)</code>
Greater than	<code>p1 > p2</code>	<code>p1.__gt__(p2)</code>
Greater than or equal to	<code>p1 >= p2</code>	<code>p1.__ge__(p2)</code>

Mathematical Overloading

Operator	Expression	Internally
Addition	$p1 + p2$	<code>p1.__add__(p2)</code>
Subtraction	$p1 - p2$	<code>p1.__sub__(p2)</code>
Multiplication	$p1 * p2$	<code>p1.__mul__(p2)</code>
Power	$p1 ** p2$	<code>p1.__pow__(p2)</code>
Division	$p1 / p2$	<code>p1.__truediv__(p2)</code>
Floor Division	$p1 // p2$	<code>p1.__floordiv__(p2)</code>
Remainder (modulo)	$p1 \% p2$	<code>p1.__mod__(p2)</code>
Bitwise Left Shift	$p1 \ll p2$	<code>p1.__lshift__(p2)</code>
Bitwise Right Shift	$p1 \gg p2$	<code>p1.__rshift__(p2)</code>
Bitwise AND	$p1 \& p2$	<code>p1.__and__(p2)</code>
Bitwise OR	$p1 p2$	<code>p1.__or__(p2)</code>
Bitwise XOR	$p1 \wedge p2$	<code>p1.__xor__(p2)</code>
Bitwise NOT	$\sim p1$	<code>p1.__invert__()</code>

Iterating

- Iterators are implemented in most computer programming languages including Python. An Iterator is an object that can be iterated. An iteration object will return data, one element at a time from a collection of objects (like a list).
- An iterator object must implement two special methods, `__iter__()` and `__next__()`, called the iterator protocol.

Iterating Example

```
class PowTwo:
    def __init__(self, max = 0):
        self.max = max
    def __iter__(self):
        self.n = 0
        return self
    def __next__(self):
        if self.n <= self.max:
            result = 2 ** self.n
            self.n += 1
            return result
        else:
            raise StopIteration
```

Usage:

```
p = PowTwo(4)
i = iter(p)
for j in range(0,4):
    print(next(i))
```