Q1. Which two operator overloading methods can you use in your classes to support iteration? **Ans:** \_\_iter\_\_ and \_\_next\_\_ are the operator overloading methods in python that support iteration and are collectively called iterator protocol.

- \_\_iter\_\_ returns the iterator object and is called at the start of loop in our respective class.
- \_\_next\_\_ is called at each loop increment, it returns the incremented value. Also Stopiteration is raised when there is no value to return.

```
class Counter:
    def __init__(self,low,high):
        self.current = low
        self.high = high
    def __iter__(self):
        return self
    def __next__(self):
        if self.current > self.high:
            raise StopIteration
    else:
        self.current += 1
        return self.current - 1
    for ele in Counter(5,15):
        print(ele, end=" ")
```

5 6 7 8 9 10 11 12 13 14 15

Q2. In what contexts do the two operator overloading methods manage printing?

**Ans:** \_\_str\_\_ and \_\_repr\_\_ are two operator overloading methods that manage printing.

- In Short, the difference between both these operators is the goal of <u>\_\_repr\_\_</u> is to be unambiguous and <u>\_\_str\_\_</u> is to be readable.
- Whenever we are printing any object reference internally <u>\_\_str\_\_</u> method will be called by default
- The main purpose of <u>\_str\_</u> is for readability. it prints the informal string representation of an object, one that is useful for printing the object. it may not be possible to convert result string to original object.
- \_\_repr\_\_ is used to print official string representation of an object, so it includes all information and development.

```
class Student:
            def __init__(self,name,roll_no):
                self.name = name
                self.roll_no = roll_no
        s1 = Student("Mano",1)
        print(str(s1))
        class Student:
            def __init__(self,name,roll_no):
            self.name = name
self.roll_no = roll_no
def __str__(self):
                return f'Student Name: {self.name} and Roll No: {self.roll_no}'
        s1 = Student("Mano",1)
        print(str(s1))
        import datetime
        today = datetime.datetime.now()
            str(today) # converting datetime object to presentable str
        print(s)
try: d = eval(s) # converting str back to datetime object
        except: print("Unable to convert back to original object")
        u = repr(today) # converting datetime object to str
        print(u)
         e = eval(u) # converting str back to datetime object
        print(e)
        <__main__.Student object at 0x000001FDD5B05518>
       Student Name: Mano and Roll No: 1
       2021-11-20 18:13:47.885746
       Unable to convert back to original object
       datetime.datetime(2021, 11, 20, 18, 13, 47, 885746) 2021-11-20 18:13:47.885746
```

Q3. In a class, how do you intercept slice operations?

**Ans:** In a class use of slice() in \_\_getitem\_\_ method is used for intercept slice operation. This slice method is provided with start integer number, stop integer number and step integer number.

**Example:** \_\_getitem\_\_(slice(start,stop,step))

Q4. In a class, how do you capture in-place addition?

```
class Book:
    def __init__(self,pages):
        self.pages = pages
    def __iadd__(self,other):
        self.pages += other.pages
        return self.pages

b1 = Book(100)
b2 = Book(200)
b1+=b2
print(b1)
300
```

Q5. When is it appropriate to use operator overloading?

**Ans:** Operator overloading is used when we want to use an operator other than its normal operation to have different meaning according to the context required in user defined function.

```
class Book:
    def __init__(self,pages):
        self.pages = pages
    def __add__(self,other):
        return self.pages+other.pages
b1 = Book(100)
b2 = Book(200)
print(f'Total Number of Pages -> {b1+b2}')
```

Total Number of Pages -> 300