

Basic Customization

Methods	Description
<code>__new__(self)</code>	return a new object (an instance of that class). It is called before <code>__init__</code> method.
<code>__init__(self)</code>	is called when the object is initialized. It is the constructor of a class.
<code>__del__(self)</code>	for <code>del()</code> function. Called when the object is to be destroyed. Can be used to commit unsaved data or close connections.
<code>__repr__(self)</code>	for <code>repr()</code> function. It returns a string to print the object. Intended for developers to debug. Must be implemented in any class.
<code>__str__(self)</code>	for <code>str()</code> function. Return a string to print the object. Intended for users to see a pretty and useful output. If not implemented, <code>__repr__</code> will be used as a fallback.
<code>__bytes__(self)</code>	for <code>bytes()</code> function. Return a byte object which is the byte string representation of the object.
<code>format(self)</code>	for <code>format()</code> function. Evaluate formatted string literals like <code>%</code> for percentage format and <code>'b'</code> for binary.
<code>lt(self, anotherObj)</code>	for <code><</code> operator.
<code>le(self, anotherObj)</code>	for <code><=</code> operator.
<code>eq(self, anotherObj)</code>	for <code>=</code> operator.
<code>ne(self, anotherObj)</code>	for <code>!=</code> operator.
<code>gt(self, anotherObj)</code>	anotherObj)for <code>></code> operator.
<code>ge(self, anotherObj)</code>	anotherObj)for <code>>=</code> operator.

Arithmetic Operators

Methods	Description
<code>__add__(self, anotherObj)</code>	for <code>+</code> operator.
<code>__sub__(self, anotherObj)</code>	for <code>-</code> operation on object.
<code>__mul__(self, anotherObj)</code>	for <code>*</code> operation on object.
<code>__matmul__(self, anotherObj)</code>	for <code>@</code> operator (numpy matrix multiplication).
<code>__truediv__(self, anotherObj)</code>	for simple <code>/</code> division operation on object.
<code>__floordiv__(self, anotherObj)</code>	for <code>//</code> floor division operation on object.

Type Conversion

Methods	Description
<code>__abs__(self)</code>	make support for <code>abs()</code> function. Return absolute value.
<code>__int__(self)</code>	support for <code>int()</code> function. Returns the integer value of the object.
<code>__float__(self)</code>	for <code>float()</code> function support. Returns float equivalent of the object.
<code>__complex__(self)</code>	for <code>complex()</code> function support. Return complex value representation of the object.
<code>__round__(self, nDigits)</code>	for <code>round()</code> function. Round off float type to 2 digits and return it.
<code>__trunc__(self)</code>	for <code>trunc()</code> function of math module. Returns the real value of the object.
<code>__ceil__(self)</code>	for <code>ceil()</code> function of math module. The ceil function Return ceiling value of the object.
<code>__floor__(self)</code>	for <code>floor()</code> function of math module. Return floor value of the object.

Emulating Container Types

Methods	Description
<code>__len__(self)</code>	for <code>len()</code> function. Returns the total number in any container.
<code>__getitem__(self, key)</code>	to support indexing. Like <code>container[index]</code> calls <code>container.__getitem__(key)</code> explicitly.
<code>__setitem__(self, key, value)</code>	makes item mutable (items can be changed by index), like <code>container[index] = otherElement</code> .
<code>__delitem__(self, key)</code>	for <code>del()</code> function. Delete the value at the index key.
<code>__iter__(self)</code>	returns an iterator when required that iterates all values in the container.