Arithmetic Operators

Operator	Magic Method
+	__add__(self, other)
−	__sub__(self, other)
*	__mul__(self, other)
/	__truediv__(self, other)
//	__floordiv__(self, other)
%	__mod__(self, other)
**	__pow__(self, other)
>>	__rshift__(self, other)
<<	__lshift__(self, other)
&	__and__(self, other)
|	__or__(self, other)
^	__xor__(self, other)

Comparison Operators :

Operator	Magic Method
<	__LT__(SELF, OTHER)
>	__GT__(SELF, OTHER)
<=	__LE__(SELF, OTHER)
>=	__GE__(SELF, OTHER)
==	__EQ__(SELF, OTHER)
!=	__NE__(SELF, OTHER)

Assignment Operators :

Operator	Magic Method
-=	__ISUB__(SELF, OTHER)
+=	__IADD__(SELF, OTHER)
*=	__IMUL__(SELF, OTHER)
/=	__IDIV__(SELF, OTHER)

//=   __IFLOORDIV__(SELF, OTHER)

%=   __IMOD__(SELF, OTHER)

**=   __IPOW__(SELF, OTHER)

>>=   __IRSHIFT__(SELF, OTHER)

<<=   __ILSHIFT__(SELF, OTHER)

&=   __IAND__(SELF, OTHER)

|=   __IOR__(SELF, OTHER)

^=   __IXOR__(SELF, OTHER)

Unary Operators :

Operator   Magic Method

–   __NEG__(SELF, OTHER)

+   __POS__(SELF, OTHER)

~   __INVERT__(SELF,OTHER)