Q1. Which two operator overloading methods can you use in your classes to support iteration?

1. The \_\_iter\_\_ and \_\_next\_\_ methods can be used in classes to support iteration

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

1. Operator Overloading means **giving extended meaning beyond their predefined operational meaning**

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

1. The slice() function returns a slice object. **A slice object is used to specify how to slice a sequence**. You can specify where to start the slicing, and where to end. You can also specify the step, which allows you to e.g. slice only every other item.

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

1. iadd() function is used to assign the current value and add them (in-place addition)

Q5. When is it appropriate to use operator overloading?

1. Operator overloading is mostly useful **when you're making a new class that falls into an existing "Abstract Base Class"**