

Day 42



Magic/Dunder Methods in Python:

What are Magic / Dunder Methods?

Magic methods (also called dunder methods) are special methods in Python:

- Start and end with double underscores: `__method__`
- Automatically called by Python
- Allow you to customize the behavior of objects

Example:

`__init__`, `__str__`, `__add__`, `__len__`

Why are Magic Methods Used?

They allow objects to:

- Be printed nicely
- Behave like numbers
- Support operators (+, -, ==)
- Act like containers (`len()`, indexing)
- Work with loops
- Support comparisons

Categories of Magic Methods

Category	Examples
Object creation	<code>__new__</code> , <code>__init__</code>
String representation	<code>__str__</code> , <code>__repr__</code>
Operators	<code>__add__</code> , <code>__sub__</code> , <code>__mul__</code>
Comparison	<code>__eq__</code> , <code>__lt__</code> , <code>__gt__</code>
Container	<code>__len__</code> , <code>__getitem__</code>
Attribute access	<code>__getattr__</code> , <code>__setattr__</code>
Callable	<code>__call__</code>

Category	Examples
Context manager	<code>__enter__</code> , <code>__exit__</code>

Example: `__init__` – Object Initialization -> called automatically when an object is created.

```

1  class Person:
2      def __init__(self, name):
3          self.name = name
4  p = Person("Alice")
5  print(p.name)

```

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- PS E:\Python\Day41-50\Day42> python main.py
 Alice

Example: `__str__` – User-Friendly String Output

```

7  class Person:
8      def __init__(self, name):
9          self.name = name
10     def __str__(self):
11         return f"Person name is {self.name}"
12  p = Person("Bob")
13  print(p)  # calls __str__()

```

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 Person name is Bob

Example: `__repr__` – Developer-Friendly Representation

```

15  class Person:
16      def __init__(self, name):
17          self.name = name
18      def __repr__(self):
19          return f"Person('{self.name}')"
20  p = Person("Charlie")

```

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 Person('Charlie')

Example: `__add__` – Addition Operator (+)

```
24     class Number:
25         def __init__(self, value):
26             self.value = value
27         def __add__(self, other):
28             return self.value + other.value
29     a = Number(10)
30     b = Number(20)
31     print(a + b)
```

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30

Example: `__sub__` – Subtraction Operator (-)

```
33     class Number:
34         def __init__(self, value):
35             self.value = value
36         def __sub__(self, other):
37             return self.value - other.value
38     a = Number(50)
39     b = Number(20)
40     print(a - b)
```

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30

Example: `__len__` – Length of Object

```
42     class MyList:
43         def __init__(self, items):
44             self.items = items
45         def __len__(self):
46             return len(self.items)
47     obj = MyList([1, 2, 3, 4])
48     print(len(obj))
```

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4

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