









Lecture 9 – Operator Overloading

CS2513

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A TRADITION OF INDEPENDENT THINKING



Lecture Contents

Inheritance



 The result of the '*' operator depended on the types passed to it.

 Python (and some other OO languages) allow us to define the meaning operations built into Python when applied to our classes (for example - +, *, <, ==, !=, etc)



• But just because we can, doesn't mean we should!

- Before implementing these features, we should consider:
 - Do we need them?
 - And is the overloading appropriate?



For Example:

```
john = Person("John Smith", "Engineer", 55000)
mary = Person("Mary Smith", "Engineer", 65000)
if mary == john:
    print("These both work at the same job")
```

- Does such a comparison make sense? Would it not be more appropriate to have a method haveSameJob()
- On the other hand, if the Person class included a unique ID such as a social security number then we could reasonably argue that there is a mechanism to check if two instances were equivalent.



- Python provides a large list of built in operators that can be overloaded.
- It does this by providing a method header that can be implemented in a class:
- For instance, __eq__(self, other_person) is called when we compare two person objects for equivalence.
- We must provide an implementation for this in our
 Person class if we wish to support the '==' operator.





- init
- __str__
- They are recognised by the double underscore and are called 'magic' methods...because they add a little 'magic' to your class.
- They are also known as 'Dunder' methods.
- We can inspect a type's (or class) methods using dir()



- __add___ allows us to add (+) two instances together
- __lt__ allows us to check if one object is less than another
- eq__ allows us to check if one object is equivalent to another
- __ne__ allows us to check if one object is not equivalent to another



