Magic or Dunder Methods

Magic methods in Python are the special methods that start and end with the double underscores. They are also called dunder methods. Magic methods are not meant to be invoked directly by you, but the invocation happens internally from the class on a certain action.

```
For example: '__abs__', '__add__', '__and__', '__bool__', '__ceil__'
```

Use the dir() function to see the number of magic methods inherited by a class.

```
>>> dir(int)
                  dir
                             divmod
                                            doc
                floordiv
                                format
                                             ge
                               hash
                                            index
  init subclass
                         ne
                                      rdivmod
                                                      reduce
                                                                    reduce ex ',
                          rand
                                rlshift
               rfloordiv_
                                                rmod_
                                                            rmul
                            rrshift
                                            rshift
                              sizeof
                                                        sub
                                                                   subclasshook
                                            str
               setattr
                                        'bit length', 'conjugate', 'denominator'
              'imag', 'numerator', 'real', 'to bytes']
```

add two numbers using the + operator. Consider the following example:

```
>>> num=10
>>> num + 5
15
>>> num.__add__(5)
```

new() method:

Languages such as Java and C# use the new operator to create a new instance of a class. In Python the __new__() magic method is implicitly called before the __init__() method. The __new__() method returns a new object, which is then initialized by __init__().