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

Ans: To overload the + operator, we will need to implement \_\_add\_\_() function in the class.

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

Ans: allows you to provide an intuitive interface to users of your class, plus makes it possible for templates to work equally well with classes and built-in/intrinsic types.

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

Ans: returns the part of the string starting with the character at index n and go up to but not including the character at index m.

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

Ans: set up the in-place addition behavior for your own class by overriding the magic “dunder” method \_\_iadd\_\_(self, other) in your class definition.

Q5. When is it appropriate to use operator overloading?

Ans: when it makes sense for the semantics of your class.