

Python, Day 7.5: Operator Overloading

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What is operator overloading?

Because we are able to define one operator/function name to mean multiple things using parent classes, we can **overload** an operator name.

The most obvious example of this that we have encountered from the beginning is "+":

Example

```
> > > 2 + 3  
5
```

```
> > > "Hello " + "friend"  
"Hello friend"
```

```
> > > [3,4,5] + [6,7,8]  
[3,4,5,6,7,8]
```

We say + is **overloaded** for int, str, and list.

The method

The way that this is actually done is by using an underlying method:

```
__add__()
```

This is called a **special method** which corresponds to a specific operator symbol.

Note that you can call these methods explicitly:

Example

```
> > > x,y,z,w = 4,5,"Hello ", "friend"  
> > > x.__add__(y)  
9  
> > > z.__add__(w)  
"Hello friend"
```

List of special methods I

Here are the standard mathematical operators:

- ➊ `+`: `__add__(self, object)`, Addition
- ➋ `-`: `__sub__(self, object)`, Subtraction
- ➌ `*`: `__mul__(self, object)`, Multiply
- ➍ `**`: `__pow__(self, object)`, Exponentiation
- ➎ `/`: `__truediv__(self, object)`, Division
- ➏ `//`: `__floordiv__(self, object)`, Integer Division
- ➐ `%`: `__mod__(self, object)`, Modulus/Remainder

Note there are 2 underscores on either side of the word.

List of special methods II

Here are the standard boolean operators:

- ➊ `==`: `__eq__(self, object)`, Equal to
- ➋ `!=`: `__ne__(self, object)`, Not Equal to
- ➌ `>`: `__gt__(self, object)`, Greater than
- ➍ `>=`: `__ge__(self, object)`, Greater than or equal
- ➎ `<`: `__lt__(self, object)`, Less than
- ➏ `<=`: `__le__(self, object)`, Less than or equal

List of special methods III

Here are the standard positional operators:

- ❶ `in`: `__contains__(self, value)`, Membership
- ❷ `[index]`: `__getitem__(self, index)`, Not Equal to
- ❸ `len()`: `__len__(self)`, Number of
- ❹ `str()`: `__str__(self)`, Convert to string

Note: Similar to the case of the special operator `__init__(self, object)`

Let's test some code!

Example

```
class Family:
    def __init__(self, members=[]):
        self.members = members

    def __add__(self, family):
        self.members += family.members
        family.members = self.members

    def __sub__(self, member):
        self.members.remove(member)

    def __mul__(self, member):
        self.members += ["Baby"]
```

An example continued

Example

```
> > > Smiths = Family(["Derek"])
> > > Jones = Family(["Kelly"])
> > > Smiths+Jones
> > > Smiths.members
['Derek', 'Kelly']
> > > Smiths*Jones
> > > Smiths.members
['Derek', 'Kelly', 'Baby']
> > > Smiths + Smiths
> > > Smiths.members
['Derek', 'Kelly', 'Baby', 'Derek', 'Kelly', 'Baby']
> > > Smiths - "Derek"
> > > Smiths.members
['Kelly', 'Baby', 'Derek', 'Kelly', 'Baby']
```


Assignment 13

Create a class for Classes (as in school), with properties such as the title, the subject, a list of students, etc.

In addition, add the functions to

- ➊ Add two classes: Concatenates the title and list of students. Uses the subject of the first class.
- ➋ Multiply two classes: Uses the title and subject of the first class, but makes pairs of students, 1 from each class, up until you can no longer (maybe `min` and `len` will be useful?). You can omit or handle the remaining students, depending on ambition.
- ➌ A check if 2 classes are equal: having the same list of students.

Then try running a few examples. **Upload the .py when you finish.**