Here is a list of magic methods used to overload different operators.

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| **Operator** | **Method** |
| + | object.\_\_add\_\_(self, other) |
| - | object.\_\_sub\_\_(self, other) |
| \* | object.\_\_mul\_\_(self, other) |
| // | object.\_\_floordiv\_\_(self, other) |
| / | object.\_\_div\_\_(self, other) |
| % | object.\_\_mod\_\_(self, other) |
| \*\* | object.\_\_pow\_\_(self, other[, modulo]) |
| < | object.\_\_lt\_\_(self, other) |
| <= | object.\_\_le\_\_(self, other) |
| == | object.\_\_eq\_\_(self, other) |
| != | object.\_\_ne\_\_(self, other) |
| >= | object.\_\_ge\_\_(self, other) |