Python Dunder (Magic) Methods - Cheat Sheet

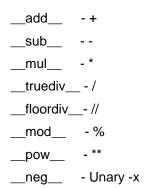
Object Lifecycle

init	- Constructor (called when object is created)
new	- Allocates memory, used rarely
del	- Destructor (called when object is deleted)
String R	Representation

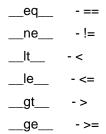
__str__ - Returns readable string (used by print())

__repr__ - Returns unambiguous string (used in shell/debug)

Arithmetic Operators



Comparison Operators



Type Conversion

int	 Convert to int
float	- Convert to float
bool	- Convert to bool

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len Returns length using len(obj)
Collection Methods
getitem obj[key]
setitem obj[key] = value
delitem del obj[key]
iter Iteration (for x in obj)
next Next item in iteration
contains Used with 'in' keyword
Attribute Access
getattr Fallback if attribute not found
setattr Called when attribute is set
delattr Called when attribute is deleted
getattribute Intercepts all attribute access
Callable & Context Manager
Canable & Context Manager
call Makes object callable like a function
enter Used in with-blocks (entry)
exit Used in with-blocks (exit)
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