

Base Overloading Methods

Following table lists some generic functionality that you can override in your own classes:

Sr. No.	Method, Description, and Sample Call
1	<code>__init__ (self [,args...])</code> Constructor (with any optional arguments) Sample Call : <code>obj = className(args)</code>
2	<code>__del__(self)</code> Destructor, deletes an object Sample Call : <code>del obj</code>
3	<code>__repr__(self)</code> Evaluatable string representation Sample Call : <code>repr(obj)</code>
4	<code>__str__(self)</code> Printable string representation Sample Call : <code>str(obj)</code>
5	<code>__cmp__ (self, x)</code> Object comparison Sample Call : <code>cmp(obj, x)</code>

Overloading Operators

Suppose you have created a Vector class to represent two-dimensional vectors, what happens when you use the plus operator to add them? Most likely Python will yell at you.

You could, however, define the `__add__` method in your class to perform vector addition and then the plus operator would behave as per expectation:

Example

```
#!/usr/bin/python
```

```
class Vector:
```