Binary Operators

Operator Method

+ object.\_\_add\_\_(self, other)

- object.\_\_sub\_\_(self, other)

\* object.\_\_mul\_\_(self, other)

// object.\_\_floordiv\_\_(self, other)

/ object.\_\_truediv\_\_(self, other)

% object.\_\_mod\_\_(self, other)

\*\* object.\_\_pow\_\_(self, other[, modulo])

<< object.\_\_lshift\_\_(self, other)

>> object.\_\_rshift\_\_(self, other)

& object.\_\_and\_\_(self, other)

^ object.\_\_xor\_\_(self, other)

| object.\_\_or\_\_(self, other)

Extended Assignments

Operator Method

+= object.\_\_iadd\_\_(self, other)

-= object.\_\_isub\_\_(self, other)

\*= object.\_\_imul\_\_(self, other)

/= object.\_\_idiv\_\_(self, other)

//= object.\_\_ifloordiv\_\_(self, other)

%= object.\_\_imod\_\_(self, other)

\*\*= object.\_\_ipow\_\_(self, other[, modulo])

<<= object.\_\_ilshift\_\_(self, other)

>>= object.\_\_irshift\_\_(self, other)

&= object.\_\_iand\_\_(self, other)

^= object.\_\_ixor\_\_(self, other)

|= object.\_\_ior\_\_(self, other)

Unary Operators

Operator Method

- object.\_\_neg\_\_(self)

+ object.\_\_pos\_\_(self)

abs() object.\_\_abs\_\_(self)

~ object.\_\_invert\_\_(self)

complex() object.\_\_complex\_\_(self)

int() object.\_\_int\_\_(self)

long() object.\_\_long\_\_(self)

float() object.\_\_float\_\_(self)

oct() object.\_\_oct\_\_(self)

hex() object.\_\_hex\_\_(self)

Comparison Operators

Operator Method

< object.\_\_lt\_\_(self, other)

<= object.\_\_le\_\_(self, other)

== object.\_\_eq\_\_(self, other)

!= object.\_\_ne\_\_(self, other)

>= object.\_\_ge\_\_(self, other)

> object.\_\_gt\_\_(self, other)