**Assignment\_3**

Q1. Which two operator overloading methods can you use in your classes to support iteration?

**Ans: \_iter\_ , \_next\_**

Q2. In what contexts do the two operator overloading methods manage printing?

**Ans: The \_\_iter\_\_ returns the iterator object and is implicitly called at the start of loops.**

**The \_\_next\_\_ method returns the next value and is implicitly called at each loop increment.**

Q3. In a class, how do you intercept slice operations?

**Ans: By \_\_getitem\_ method**

Q4. In a class, how do you capture in-place addition?

## **Ans: iadd() . This function is used to assign the current value and add them.**

Q5. When is it appropriate to use operator overloading?

**Ans: It is mostly used when making a new class that falls into an existing “Abstract Base Class”**