

Operator	Magic Method
+	<code>__add__(self, other)</code>
-	<code>__sub__(self, other)</code>
*	<code>__mul__(self, other)</code>
/	<code>__truediv__(self, other)</code>
//	<code>__floordiv__(self, other)</code>
%	<code>__mod__(self, other)</code>
**	<code>__pow__(self, other)</code>
>>	<code>__rshift__(self, other)</code>
<<	<code>__lshift__(self, other)</code>
&	<code>__and__(self, other)</code>
	<code>__or__(self, other)</code>
^	<code>__xor__(self, other)</code>

Operator	Magic Method
<	<code>__lt__(self, other)</code>
>	<code>__gt__(self, other)</code>
<=	<code>__le__(self, other)</code>
>=	<code>__ge__(self, other)</code>
==	<code>__eq__(self, other)</code>
!=	<code>__ne__(self, other)</code>

Operator	Magic Method
-=	<code>__isub__(self, other)</code>
+=	<code>__iadd__(self, other)</code>
*=	<code>__imul__(self, other)</code>
/=	<code>__idiv__(self, other)</code>
//=	<code>__ifloordiv__(self, other)</code>
%=	<code>__imod__(self, other)</code>
**=	<code>__ipow__(self, other)</code>
>>=	<code>__irshift__(self, other)</code>
<<=	<code>__ilshift__(self, other)</code>
&=	<code>__iand__(self, other)</code>
=	<code>__ior__(self, other)</code>
^=	<code>__ixor__(self, other)</code>

Operator	Magic Method
-	<code>__neg__(self)</code>
+	<code>__pos__(self)</code>
~	<code>__invert__(self)</code>