

4 Demonstrate Your Knowledge

Introduction

1. Complete the `playground.challenge` (`playground/challenge.py`) module.

The instructions are included inside the module within comments.

Summary

Magic methods should be used to allow user-defined objects to behave more like built-in objects. They allow objects to interact with the runtime and language syntax in a more Pythonic manner. The methods covered in this lab only begin to scratch the surface for what's possible. A wide range of methods exist for performing actions such as overriding operators.

Example:

```
1 class Account:
2
3     def __init__(self, balance=0.0):
4         self.balance = balance
5
6     def __add__(self, other):
7         return self.balance + other.balance
8
9
10 a = Account(1_000)
11 b = Account(42)
12
13 assert a + b == 1_042
14
```

Python's [documentation](#) includes a full accounting of the different magic methods.

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Start check

