

```

class int8:
    num = 0

    def int2int8(val):
        a = (val & 255)
        return a

    def setVal(self, val):
        self.num = int8.int2int8(val)

    def getVal(self):
        outVal = int8.int2int8(self.num)
        return outVal

    def __add__(self, obj):
        outZa = int8()
        outZa.num = (self.num + obj.num)
        return outZa

    def __neg__(self):
        outZn = int8()
        outZn.num = (int8.int2int8(~(self.num) + 1))
        return outZn

    def __sub__(self, obj):
        outZs = int8()
        outZs.num = (int8.int2int8(self.num + -obj.num))
        return outZs

    def __divBy2__(self):
        outZd = int8()
        outZd.setVal(self.getVal()>>1)
        return outZd

    def __mod2__(self):
        outZm = int8()
        outZm.num = (((self.num + 1)>>1) + -(self.num>>1))
        return outZm.num

    def __bit2Str__(self):
        outZb2s = int8()
        outZb2s.num = str(self)
        return outZb2s

```

Part1: This was tough! There was a lot of misunderstanding in the beginning, but I feel a lot more knowledgeable about classes and objects. A lot of feedback was given but unfortunately due to time, I needed to stop here to focus on some other classes. I wish I could spend more time on this and hope to revisit this soon if I can ever get ahead in my classes.

```

def int8ToString(self):
    outZint2str = str((int8.__mod2__(int8.__divBy2__(int8.__divBy2__(int8.__divBy2__(in
    return outZint2str

def __repr__(self):
    outZr = (int8.int2int8(self.num))
    x = str(outZr)
    return x

```

Part 2: Much like what was said above, a lot of trial and error. Not happy with what I'm turning in but at the same time I'm happy with how much I learned. I look forward to future assignments that require using this knowledge so I can spend more time practicing and exploring.

I'd estimate about 90% of the outputs are correct. On `__repr__` I couldn't get it to display the -42 but I had the correct value of 214.

Also, as discussed in the feedback, the code could be much better and cleaned up. Hopefully, I'll get to come back to it sometime soon and implement the desired changes.