Q1. What is the difference between \_\_getattr\_\_ and \_\_getattribute\_\_?

**Ans: A key difference between \_\_getattr\_\_ and \_\_getattribute\_\_ is that \_\_getattr\_\_ is only invoked if the attribute wasn't found the usual ways. ... \_\_getattribute\_\_ is invoked before looking at the actual attributes on the object, and so can be tricky to implement correctly. You can end up in infinite recursions very easily.**

Q2. What is the difference between properties and descriptors?

**Ans: descriptors are a low-level mechanism that lets you hook into an object's attributes being accessed. Properties are a high-level application of this; that is, properties are implemented using descriptors.**

Q3. What are the key differences in functionality between \_\_getattr\_\_ and \_\_getattribute\_\_, as well as properties and descriptors?

**Ans: The getattr and getattribute are usually used to looking at the actual attributes on the object, the properties and Descriptors let objects customize attribute lookup, storage, and deletion.**