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

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.

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

While printing we can directly call operator overloading

Eg: print(1 + 2)

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

Override \_\_getitem\_\_ method

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

Override \_add\_\_ method

Q5. When is it appropriate to use operator overloading?

When we want to use same operator for various objects like numbers, strings object etc