Magic Methods (4 Questions)

1. What is the purpose of init () magic method in a Python class?

The __init__() method is called automatically when a new object of the class is created. It initializes instance variables.

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variables.
class Color:
  def init (self, name):
    self.name = name
p = Color("Black")
2. How does str () differ from repr () in Python classes?
__str__() is used to return a user-friendly string representation (used by print()).
__repr__() returns an formal string representation.
class Welcome:
  def __init__(self, name):
    self.name = name
  def __str__(self):
    return f"Welcome: {self.name}"
  def repr (self):
    return f"Welcome('{self.name}')"
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3. Write a simple example of overloading the add () magic method. class Number: def init (self, value): self.value = value def add (self, other): return self.value + other.value a = Number(500)b = Number(100)print(a + b)4. Which magic methods are required to make an object context manager? enter () and exit () **Itertools (4 Questions)** 5. What is the use of itertools.product()? Give an example. It gives you all combinations of items from two or more lists. import itertools for p in itertools.product([1, 2], ['a', 'b']): print(p) 6. How does itertools.permutations() differ from itertools.combinations()? - permutations() considers order of elements. - combinations() does not consider order. import itertools print(list(itertools.permutations([1, 2], 2))) print(list(itertools.combinations([1, 2], 2)))

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7. Explain the purpose of itertools.chain().
It joins multiple iterables into a single iterable.
import itertools
for x in itertools.chain([1, 2], ['a', 'b']):
  print(x)
8. Write a code snippet using itertools.cycle().
import itertools
count = 0
for item in itertools.cycle(['A', 'B']):
  print(item)
  count += 1
  if count == 3:
     break
Map Function (4 Questions)
9. How does the map() function work in Python? What does it return?
map() applies a function to each item in an iterable and returns a map object.
def square(x):
  return x * x
result = map(square, [1, 2, 3])
print(list(result))
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10. Write a code snippet to add two lists element-wise using map(). a = [1, 2, 3]b = [4, 5, 6]result = map(lambda x, y: x + y, a, b) print(list(result)) 11. What is the difference between map() and filter() functions? - map() applies a function to transform each item. - filter() applies a function to select/filter items. print(list(map(lambda x: x*2, [1, 2, 3])))print(list(filter(lambda x: x%2==0, [1, 2, 3]))) 12. Can map() work with lambda functions? Give an example. Yes map() can work with lambda function. nums = [1, 2, 3]squared = map(lambda x: x ** 2, nums)print(list(squared)) **Generators (4 Questions)** 13. What is a generator function in Python? How is it defined? A generator function yields values one at a time using the yield keyword. It does not return all values at once. def num(): yield 1 yield 2 h = num()print(next(h))

14. How does yield differ from return in a function? yield pauses the function and keeps its state, so it can continue later. return just ends the function once. 15. Write a simple generator to yield even numbers up to 10. def even gen(): for i in range(2, 11, 2): yield i for num in even gen(): print(num) 16. What happens if you call next() on a generator after it is exhausted? A StopIteration exception is raised. **Iterators (4 Questions)** 17. What is an iterator in Python? How is it different from an iterable? - Iterator: Object with next () and iter () methods. - Iterable: Can be converted to an iterator using iter(). 18. Which two magic methods must be implemented for a class to be an iterator? __iter__() and __next__()

19. Write a simple iterator class that returns numbers from 1 to 5. class MyIterator: def __init__(self): self.num = 1def __iter__(self): return self def __next__(self): if self.num <= 5: val = self.numself.num += 1 return val else: raise StopIteration for i in MyIterator(): print(i) 20. How does the iter() function work on a list? It turns the list into an iterator. lst = [10, 20, 30]it = iter(1st)print(next(it))