Operator	Magic Method
+	add(self, other)
-	sub(self, other)
*	mul(self, other)
1	truediv(self, other)
//	floordiv(self, other)
%	mod(self, other)
**	pow(self, other)
>>	rshift(self, other)
<<	lshift(self, other)
&	and(self, other)
	or(self, other)
٨	xor(self, other)