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

Ans=> addition and substraction

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

Ans=> if it’s a string.

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

Ans => with the help of \_\_setslice\_\_ and \_\_delslice\_\_

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

Ans => with the help of iadd()

Q5. When is it appropriate to use operator overloading?

Ans => Operator overloading is mostly useful when you're making a new class that falls into an existing Abstract Base Class