

=> x._str_()

\Rightarrow x.req(y)

#

\Rightarrow

x

.

forall

t

.

(y)

=> x._add_(y)

=> x.iter_()

=> x._next_()

==> x._len_()

`in #> x._contains_(el)`

Some Magic Methods

```
x = MagicClass()
y = MagicClass()
str(x)      # => x.__str__()
x == y      # => x.__eq__(y)

x < y       # => x.__lt__(y)
x + y       # => x.__add__(y)
iter(x)     # => x.__iter__()
next(x)     # => x.__next__()
len(x)      # => x.__len__()
el in x     # => x.__contains__(el)
```

Some builtins, like print and sort, implicitly use `__str__` and `__lt__`

Many, many more

[Link 1](#)

[Link 2](#)

[Link 3](#)

Example: Point