



Special Methods

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Outline

- **Special Methods** in Class
 - `__init__()`
 - `__new__()`
 - `__str__()`
 - `__repr__()`
- **Special Methods** for Comparison Operators
- **Special Methods** for Arithmetic Operators



Special Methods (Dunder Methods) in Class

- **Special Methods** are predefined methods in Python that have double underscores at the beginning and end of their names.
- Example of Special Methods → `__init__()`
- **Special methods** allow your classes to interact with built-in Python operations, such as addition, string representation, comparison, and many more.



`__init__()` Method

- `__init__()` method is called the **class constructor**. This method is invoked when an object of a class is created.
- The goal of `__init__()` method is to initialize all attributes that you have in your class.

```
class Student():  
    def __init__(self, name, age):  
        self.name = name  
        self.age = age
```



`__new__()` Method

- `__new__()` is a method for creating a new empty object of a class.
- When the `__init__()` method is called, Python implicitly calls the `__new__()` method to return a new empty object of the class.
- The default implementation of `__new__()` is enough for most use cases. So, there is no need to change its implementation.



`__str__()` Method and `__repr__()` Method

- `__str__()` and `__repr__()` are from the most commonly used methods in custom classes.
- Both `__str__()` and `__repr__()` methods return string presentations of an object.
- **Why two methods for string representation of objects?**



Difference Between `__str__()` and `__repr__()`

- `__str__()` provides a string presentation of an object, for end-users.
 - A **simple description** of the object
- `__repr__()` provides a string presentation of an object, for developers or programmers.
 - A **detailed description** of the object



Example of `__str__()` and `__repr__()` Methods

```
class Point():
    def __init__(self, x, y):
        self.x = x
        self.y = y

    def __str__(self):
        return f"Point coordinates are x = {self.x} and y = {self.y}."

    def __repr__(self):
        return f"Point({self.x},{self.y})"
```

```
p1 = Point(3,4)
```

```
print(p1)
print(repr(p1))
```

Special Methods Behind Comparison Operators



Operator	Special Method	Description
<	<code>__lt__(self, other)</code>	<code>self</code> is Less Than <code>other</code> .
<=	<code>__le__(self, other)</code>	<code>self</code> is Less than or Equal to <code>other</code> .
==	<code>__eq__(self, other)</code>	<code>self</code> is Equal to <code>other</code> .
!=	<code>__ne__(self, other)</code>	<code>self</code> is Not Equal to <code>other</code> .
>	<code>__gt__(self, other)</code>	<code>self</code> is Greater Than <code>other</code> .
>=	<code>__ge__(self, other)</code>	<code>self</code> is Greater than or Equal to <code>other</code> .

Example of Equality Comparison: `__eq__()` Method



- The `__eq__()` method is a special method that allows for the customization of the equality comparison operator `==` for objects of a class.
- By default, `__eq__()` method compares the memory addresses of the objects.
 - Two objects of a class are equal if they are actually the same object.



Overriding `__eq__()` Method

- Overriding `__eq__()` allows for more meaningful comparisons between objects.
- We are going to override the `__eq__()` method to compare objects based on their content, not their memory addresses.



Overriding `__eq__()` Method

```
class Point():
    def __init__(self, x, y):
        self.x = x
        self.y = y

    def __str__(self):
        return f"Point coordinates are x = {self.x} and y = {self.y}."

    def __repr__(self):
        return f"Point({self.x},{self.y})"

    def __eq__(self, other):
        if not isinstance(other, Point):
            return NotImplemented

        return self.x==other.x and self.y==other.y
```

Special Methods Behind Arithmetic Operators



Operator	Special Method	Description
+	<code>__add__(self, other)</code>	Addition
-	<code>__sub__(self, other)</code>	Subtraction
*	<code>__mul__(self, other)</code>	Multiplication
/	<code>__truediv__(self, other)</code>	True Division
//	<code>__floordiv__(self, other)</code>	Floor Division
%	<code>__mod__(self, other)</code>	Modulo Operation
**	<code>__pow__(self, other)</code>	Power Operation (Exponentiation)