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CHAPTER ONE: If He Can Draw and Paint…

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We are excited to announce our "100 Days of Code: Python Track" challenge!

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Fork our GitHub repository

 Create your personal folder

Link your Twitter for daily updates

 Join our Whatsapp Group for community interaction

**GitHub Repository**

<https://github.com/gdsc-ucu/100DaysOfCode-Python>

**WhatsApp Group**

<https://chat.whatsapp.com/DPgLhW94r0h4SQwWob7Cvr>

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 Reach 50 days and get a special badge, sticker, and Twitter shoutout!

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All the learning materials will be shared on our GDSC UCU Twitter page, so make sure to follow us!

**\*Twitter\*:** <https://x.com/dsc_ucu?t=jGNNbB2lcgoDzwDCTJ9ZSg&s=08>

Don't miss this incredible learning journey!

**\*100 days of code rules and Guidelines\*:** <https://drive.google.com/file/d/16B2SIfu9nEv36RqtgT1mZj3ekCDUn9-1/view?usp=drivesdk>

Steps to Participate in 100 Days of Code: Python Track

Registration and Setup

1. Fork the Repository: The initial repository will be created under GDSC UCU's

GitHub account. Participants must fork this repository to their own GitHub accounts.

2. Create Personal Folder: Inside the forked repository, participants should create a

folder using their names and access numbers.

3. Link Twitter Account: Participants should submit their Twitter handles for tracking

progress and shoutouts.

4. Join the Whatsapp Group: A chat room will be created for discussions, help, and

announcements.

Roadmap & Learning Journey

Week 1-2 (Days 1-14): Python Basics

• Days 1-3: Introduction to Python and Basic Syntax

• Days 4-7: Variables, Data Types, and Basic Operators

• Days 8-10: Control Structures (If-else, Loops)

• Days 11-14: Functions and Modules

Project 1 Options :

1. Simple Calculator

2. To-Do List

3. Countdown Timer

4. Unit Converter

5. Random Number Generator

Week 3-4 (Days 15-28): Intermediate Python Concepts

• Days 15-17: Lists and Dictionaries

• Days 18-21: File Handling

• Days 22-24: Error and Exceptions

• Days 25-28: Python Libraries (math, datetime)

Project 2 Options :

1. Text-based Adventure Game

2. Expense Tracker

3. Contact Book

4. Word Count Tool

5. File Organizer

Week 5-6 (Days 29-42): Object-Oriented Programming (OOP)

• Days 29-32: Introduction to OOP

• Days 33-35: Classes and Objects

• Days 36-38: Inheritance

• Days 39-42: Polymorphism and Encapsulation

Project 3 Options :

1. Simple Banking System

2. Library Management System

3. Simple eCommerce System

4. Car Rental Service

5. Student Record System

Week 7-8 (Days 43-56): Web Development with Flask/Django

• Days 43-46: Introduction to Flask/Django

• Days 47-50: Routing and Templates

• Days 51-54: Forms and User Input

• Days 55-56: Deploying the Web Application

Project 4 Options :

1. Simple Blog

2. To-Do App

3. Guestbook

4. Personal Portfolio

5. Recipe Sharing Platform

Week 9-10 (Days 57-70): Working with APIs and Databases

• Days 57-60: Introduction to SQL

• Days 61-64: CRUD Operations

• Days 65-68: Connecting to APIs

• Days 69-70: Mini Project Using API

Project 5 Options :

1. Weather App

2. News Aggregator

3. Movie Database App

4. Currency Converter

5. Stock Market Tracker

Week 11-13 (Days 71-90): Advanced Topics

• Days 71-75: Introduction to Data Analysis with Pandas

• Days 76-80: Introduction to Web Scraping

• Days 81-85: Automated Bots

• Days 86-90: Asynchronous Programming

Week 14 (Days 91-100): Final Project

• Days 91-100: Time allocated for participants to build their final projects

Final Project Options (Pick one):

1. eCommerce Website

2. Chat Application

3. Social Media Dashboard

4. Booking System

5. Health and Fitness Tracker

Additional Rules

1. Daily Twitter Posts: Participants must post an update on their Twitter accounts every

day at 9:00 PM and use the hashtags #gdsc and #dsc\_ucu.

2. 50-Day Milestone: Participants reaching 50 days will receive a badge, a sticker, and a

shoutout on the GDSC UCU Twitter page.

3. 100-Day Milestone: Participants who complete the 90-day learning journey will have

the last 10 days (Days 91-100) to create their final project. The best project will receive

GDSC swags and $30, while others will receive small prizes.

4. Peer Reviews: Participants are encouraged to review each other's code and projects.

This is a community effort!

5. No Plagiarism: All code must be original. Plagiarized work will lead to

disqualification.

6. Weekly Check-ins: Participants must attend a bi-weekly virtual meeting to discuss

their progress, challenges, and next steps.

7. Extra Credit: Extra points for participants who help others in the community, either

by solving their issues, answering questions, or providing useful resources.

Learning Resources

• All learning resources can be found on the GDSC UCU Twitter page. Look out for