```
mirror object to mirror
mod.mirror_object
   peration == "MIRROR_X":
elror_mod.use_x = True
mirror_mod.use_y = False
### Irror_mod.use_z = False
       operation == "MIRROR_Y"
 irror_mod.use_x = False
 lrror_mod.use_y = True
    lrror_mod.use_z = False
         _operation == "MIRROR_Z"
          rror_mod.use_x = False
           rror_mod.use_y = False
         rror_mod.use_z = True
       selection at the end -add
             ob.select= 1
           er ob.select=1
            ntext.scene.objects.action
           "Selected" + str(modified
             irror ob.select = 0
        bpy.context.selected_obje
           lata.objects[one.name].sel
         int("please select exaction
        -- OPERATOR CLASSES ----
            vpes.Operator):
X mirror to the selected
            ject.mirror_mirror_x"
          FFOR X"
     ontext):
    object is not feet
    is no
```

Data Cleansing

Data Transformation

Data Visualization

Python

Regression

Decision Tree Modeling

Time Series

Optimization

Regression

Data Visualization

NLP

Forecasting (ARIMA)

Forecasting (ETS)

Data Visualization

SQL

Joins

What-If Analysis

CRUD

Window Functions

Aggregate

Functions

Sensitivity Analysis

Declare Statements

Web Scraping and ETL

Optimization and Monte Carlo Simulation

Other Classification Modeling (SVM, KNN Decision Trees)

Nested Functions

Exce

Pivot Tables and Pivot Charts

Financial Functions

Lookups

Filtering/Sorting