MODULES

List of all the modules/ dependencies required to make python code easier to implement.

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| [Algorithms](https://github.com/keon/algorithms) | Minimal and clean example implementations of data structures and algorithms in Python. |
| [Numpy](https://github.com/numpy/numpy) | [NumPy](https://www.scipy.org/scipylib/download.html) is the fundamental package needed for scientific computing with Python. [ [Tutorial](http://cs231n.github.io/python-numpy-tutorial/) ] |
| [Pandas](https://github.com/pandas-dev/pandas) | It aims to be the fundamental high-level building block for doing practical, **real world** data analysis. [ [Tutorial](https://pandas.pydata.org/pandas-docs/stable/tutorials.html) ] |
| [Anaconda](https://github.com/Anaconda-Platform/anaconda-project) | Anaconda is Tool for encapsulating, running, and reproducing data science projects. |
| [Requests](http://www.python-requests.org/en/master/) | [Requests](https://github.com/requests/requests) is an http library for python. |
| [Scrapy](https://docs.scrapy.org/en/latest/) | [Scrapy](https://github.com/scrapy/scrapy) is a fast-high-level web crawling and web scraping framework, used to crawl websites and extract structured data from their pages |
| [BeautifulSoup](https://www.crummy.com/software/BeautifulSoup/bs4/doc/) | [Beautiful Soup](https://github.com/waylan/beautifulsoup) is a Python library for pulling data out of HTML and XML files. |
| [Pygame](https://www.pygame.org/docs/) | [Pygame](https://github.com/pygame/pygame), is cross-platform and designed to make it easy to write multimedia software, such as games, in Python. |
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