1. math

Used for mathematical operations.

Example:

```
import math
print(math.sqrt(16))  # 4.0
```

2. datetime

Used to work with dates and times.

Example:

```
import datetime
today = datetime.date.today()
print(today)
```

3. os

(Used to interact with the operating system. Skipped by request.)

4. sys

Interacts with the Python runtime system.

Example:

```
import sys
print(sys.version)
```

5. random

Generates random numbers, picks random items.

Example:

```
import random
print(random.randint(1, 10))
```

6. time

Useful for delays, time tracking, etc.

Example:

```
import time
time.sleep(2)
print('Hello!')
```

7. threading

Used for running multiple things at once (multithreading).

8. json

For working with JSON data.

Example:

```
import json
data = {'name': 'Cherry', 'age': 19}
json_str = json.dumps(data)
print(json_str)
```

9. re

Used for pattern matching in strings.

Example:

```
import re
pattern = r'\d+'
print(re.findall(pattern, 'My number is 9876543210'))
```

10. statistics

Handy for simple stats like mean, median, etc.

Example:

```
import statistics
print(statistics.mean([1, 2, 3, 4]))
```

11. string

Gives handy string tools and constants.

Example:

```
import string
```

```
print(string.ascii_letters)
```

12. hashlib

Used for hashing strings like passwords.

Example:

```
import hashlib
print(hashlib.md5('hello'.encode()).hexdigest())
```

BONUS Modules

collections - Better data structures

itertools - Powerful iterators

functools - Decorators, caching, etc.