Saving:

Select artboard setting and double click on your object to make artboard of your object size -> Then go to object and select pixel perfect and then save

Pathfinder:

Unite, merge, intersection, trim etc

Avoid Strokes change when large or small object:

Select complete object -> go to object on top panel -> expand -> uncheck fill and stroke remain fill

Also go to pathfinder -> select obeject -> and then select trime to remove extra outlines -> merge to maintain same color

Windows option:

To open stroke or brushes or any panel, go to windows and click on that

Importing image:

Go to file, place -> select image -> and then click on embed

Brushes:

Paint brush always gives you stroke

Blob brush gives you fill

Square bracket to change the size of eraser or blob brush

TEXT:

Text select and then write text

Ctrl + T to format text

Envelop Distort:

It is used to write customized tex

Select text -> then write something -> ctrl + T for formatting -> then go to object -> envelop distort -> wrap -> and select style like arc etc

Edit content:

Select Text object -> objects -> envelop distort -> edit with content -> select text from toolbar and select your written text and then write down new text

Applying Effect:

Select object and then go to effect tab and select any effect. But that effect is not permanent as be seen using ctrl + y. To make it permanent, select object, go to objects tab and select expand or expand appearance