**Python and Playwright notes**

**Read textbooks, blogs online notes, view images and diagrams, watch videos, hands-on exercises (**Try it Yourself**) practice and build something.**

**Solve problem statements.**

**Reference the API document for the software tool**

**Start simple and move to complex.**

**UNDERSTAND THE GENERIC OBJECT-ORIENTED PROGRAMMING CONCEPT.**

**BEFORE UNDERSTING WHAT IS OBJECT-ORIENTED PROGRAMMING SPECIFICALLY IN PYTHON.**

**Python is case sensitive.**

**Relearn, Revisit, Review to master it.**

* [**https://www.python.org/downloads/**](https://www.python.org/downloads/)
* **Download python installer (the interpreter processor)**
* **Pycharm IDE is editor.**
* **Virtual environment (venv)**
* **Data types -string, number, Boolean, float, dictionary, tuple**
* **Built-in functions – int(),float(),bool(),str().**
* **functions syntax, syntax.**
* **Module is a file.**
* **Pytest, python manager.**
* **Built-in modules, Standard libraries, Custom libraries and third-party libraries.**
* **Indentation**
* **Python in interactive mode -> type python on the command-line**
* Modules are files of code libraries that conats functionalities, e.g Date,
* module\_name.function\_name.
* Data Structure and Design pattern
* Oop and it’s principles.
* Tangible and intangible objects.
* Object relationships and REPRESENTATION (model) of Object values.
* YAML
* **Self keyword – means this which means object.**
* **Singular and Plural – Maths and English, Physics.**
* **Values and Reference types are like template to fill in the values.**
* **Types represent values, e.g string name = “sam”**
* **Dunder methods \_\_init\_\_(), \_\_str\_\_(), they begin and ends with double underscore.**
* **understanding dunder methods is an important part of mastering object-oriented programming in Python.**
* from ClassDemo.InheritancePrinciples.Dog import Dog
* **the module or file name and the individual functionality**
* **pip package manager.**
* **Venv – virtual environment.**

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