

# Guide2Code - Python Programming Roadmap

## ◆ Phase 1: Beginner Level

### 📌 Topics to Learn:

1. Introduction to Python (Installation, IDEs, Syntax)
2. Variables & Data Types (int, float, str, list, tuple, dict, set)
3. Operators (arithmetic, relational, logical, bitwise)
4. Control Statements (if-else, match-case)
5. Loops (for, while, break, continue)
6. Functions (parameters, return values, recursion)
7. Strings & String Manipulation
8. Lists, Tuples, Dictionaries, and Sets
9. File Handling (reading, writing, appending files)
10. Exception Handling (try-except blocks)

### 🚀 Beginner Project Ideas:

- 🖨️ **Calculator** – Perform basic arithmetic operations
- 📊 **Student Grade System** – Calculate and display student grades
- 🎲 **Dice Roller** – Generate random dice roll outputs
- 🎯 **Number Guessing Game** – User guesses a number, program gives hints
- 📅 **Age Calculator** – Calculate age based on date of birth
- 🌡️ **Temperature Converter** – Convert Celsius ↔ Fahrenheit







## ◆ Phase 2: Intermediate Level

### 📌 Topics to Learn:

1. Object-Oriented Programming (Classes, Objects, Inheritance, Polymorphism)
2. Modules & Packages (importing and creating modules)
3. Regular Expressions (pattern matching, re module)
4. Database Handling with SQLite & MySQL (CRUD operations)
5. APIs and Web Requests (requests module)

6. Multi-threading & Concurrency
7. Data Structures (stacks, queues, linked lists, graphs)
8. Debugging & Logging in Python

### **Intermediate Project Ideas:**







-  **Library Management System** – Manage books, borrowers, and returns
-  **Contact Management System** – Store, edit, and delete contacts
-  **Email Sender** – Automate sending emails using SMTP
-  **To-Do List App** – Manage and store tasks
-  **Web Scraper** – Extract information from websites using BeautifulSoup
-  **Simple Game (Tic-Tac-Toe, Snake Game)** – Create interactive games

### **Phase 3: Advanced Level**

#### **Topics to Learn:**

1. Advanced OOP Concepts (Metaclasses, Decorators, Magic Methods)
2. Networking in Python (Sockets, Client-Server Communication)
3. Automation with Python (Scripting, Web Automation with Selenium)
4. Data Analysis & Visualization (Pandas, Matplotlib, Seaborn)
5. Machine Learning & AI (Scikit-Learn, TensorFlow, PyTorch)
6. Web Development with Django & Flask
7. Cybersecurity & Ethical Hacking with Python (Penetration Testing, Cryptography)
8. Blockchain Development with Python

### **Advanced Project Ideas:**

-  **Weather Forecast App** – Fetch and display live weather data
-  **Chat Application** – Real-time chat using sockets
-  **Stock Price Predictor** – Use machine learning to predict stock trends
-  **E-commerce Website** – Build a functional shopping platform with Django
-  **AI-Powered Chatbot** – Automate customer support using NLP
-  **Face Recognition System** – Detect and recognize faces using OpenCV