

# Python Learning (Beginner to Advanced)

## Day 1: Setup & Introduction

- Install Python and your preferred IDE (VS Code, PyCharm, etc.)
- Run your first "Hello, World!" script
- Familiarize yourself with the command line and Python shell

## Day 2: Data Types & Variables

- Learn about integers, floats, booleans, and strings
- Practice variable assignment and basic arithmetic operations

## Day 3: String Operations

- Explore string concatenation, formatting (f-strings), and slicing
- Work on simple exercises (e.g., reversing a string)

## Day 4: Lists & Tuples

- Understand lists (mutable) and tuples (immutable)
- Practice indexing, slicing, and basic list methods

## Day 5: Sets & Dictionaries

- Learn about sets (unique items) and dictionaries (key-value pairs)
- Perform simple operations: add/remove elements, access values

## Day 6: Basic Operators & Expressions

- Use arithmetic, comparison, and logical operators
- Solve simple math problems and build expressions

## Day 7: Control Flow – Conditionals

- Write `if`, `elif`, and `else` statements
- Create simple decision-making programs

## Day 8: Loops – For & While

- Master `for` loops with ranges and iterating over lists
- Practice `while` loops and understand loop control (`break/continue`)

## Day 9: Functions – Basics

- Define and call functions with parameters and return values
- Understand variable scope and practice with simple examples

## Day 10: Mini Project #1

- Build a command-line calculator or a simple text-based game using Days 1–9 topics
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## Day 11: Modules & Standard Library

- Learn to import and use built-in modules (e.g., `math`, `datetime`)
- Explore the Python documentation for further learning

## Day 12: File Input/Output

- Read from and write to text files
- Practice with CSV files for basic data storage

## Day 13: List Comprehensions

- Write concise list comprehensions
- Transform and filter data in lists with single-line expressions

## Day 14: Advanced Functions

- Explore lambda functions, `map()`, `filter()`, and `reduce()`
- Practice creating short, anonymous functions

## Day 15: Introduction to Object-Oriented Programming (OOP) – Part 1

- Learn how to define classes and create objects
- Understand attributes and methods with simple examples

## Day 16: OOP – Part 2

- Dive into inheritance and method overriding
- Create a small class hierarchy (e.g., a simple Animal class and derived classes)

## Day 17: Exception Handling

- Learn to use `try`, `except`, and `finally` blocks
- Handle common errors and practice debugging simple code errors

## Day 18: Package Management & Virtual Environments

- Install external packages using `pip`
- Set up and use virtual environments to manage dependencies

## Day 19: Working with APIs & JSON

- Learn how to send HTTP requests using the `requests` module
- Parse JSON data from a public API

## Day 20: Web Scraping Basics

- Use `requests` and `BeautifulSoup` to scrape data from websites
  - Build a small script to extract and display information
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## Day 21: Decorators

- Understand what decorators are and how they modify function behavior
- Write your own simple decorators to log function calls

## Day 22: Generators & Iterators

- Learn how to write generator functions with the `yield` keyword
- Practice with iterators to handle large data streams efficiently

## Day 23: Concurrency – Threads & Multiprocessing

- Get introduced to multithreading and the multiprocessing module
- Write simple concurrent programs to improve performance

## Day 24: Asynchronous Programming

- Explore `async/await` syntax and the `asyncio` library
- Write a basic asynchronous script for I/O-bound tasks

## Day 25: Unit Testing

- Learn the basics of writing tests using `unittest` or `pytest`
- Write tests for some of your earlier functions

## Day 26: Debugging & Profiling

- Use tools like `pdb` to step through your code
- Practice profiling your scripts to find performance bottlenecks

## Day 27: GUI Programming with Tkinter

- Build a basic GUI application (e.g., a simple form or calculator)
- Understand event-driven programming concepts

## Day 28: Web Development Basics with Flask

- Set up a simple Flask application
- Create basic routes and render templates

## Day 29: Data Analysis with NumPy & Pandas

- Learn the basics of NumPy for numerical operations
- Use Pandas for data manipulation and analysis on sample datasets

## Day 30: Capstone Project

- Integrate multiple topics (file I/O, web scraping, APIs, OOP, web development, or data analysis)
- Build a small real-world application (for example, a Flask dashboard that shows data pulled from an API)
- Document and share your project for feedback