**100 Days Course Progress Report**

**Day 1**: On day one, I was introduced to how the course will work and what resources I should have, like Visual Studio Code.

**Day 2**: On day two, I was introduced to understanding data types and how to manipulate strings.

**Day 3**: On day three, I was introduced to if statements and logical operators like NOT, OR, and AND.

**Day 4**: On day four, I was introduced to lists in Python and how the random module worked.

**Day 5**: On day five, I was introduced to how to loop a block of code using for loops and while loops.

**Day 6**: On day six, I was introduced to Python functions and how important indenting is in Python.

**Day 7**: On this day, I created a code for the game *Hangman* and was told to break down complex problems into a flowchart.

**Day 8**: On day eight, I was introduced to working with functions with parameters and also created a *Caesar Cipher*, which helped in encrypting and decrypting any word inputted into the system.

**Day 9**: On this day, I was taught how to use dictionaries in Python and how to use nested if and for statements (using an if statement inside another if statement). I created a *Secret Auction Program* where users can input their bids (hidden from others), and the highest bid is compared.

**Day 10**: On this day, I was taught how to make functions with outputs that return a value.

**Day 11**: On this day, I created a *Blackjack* project.

**Day 12**: On this day, I learned about local and global scope variables and how to modify them.

**Day 13**: On this day, I was taught how to debug my code.

**Day 14**: On this day, I created a project called *Higher or Lower*.

**Day 15**: On this day, I created a *Coffee Machine* code.

**Day 16**: On this day, I learned how to use Object-Oriented Programming (OOP) and how to separate my code into different files for better organization.

**Day 17**: On this day, I learned how to create classes in Python and created a *Quiz Project*.

**Day 18**: On this day, I learned how to use the turtle module to make a Graphical User Interface (GUI).

**Day 19**: On this day, I created a *Turtle Race* with the turtle module.

**Day 20**: On this day, I built a *Snake Game*.

**Day 21**: On this day, the *Snake Game* was completed.

**Day 22**: On this day, I created *Pong*.

**Day 23**: On this day, I created a *Turtle Crossing Game*.

**Day 24**: On this day, the *Snake Game* was improved to include a high score, and I learned how to pull values from other files to store the high score.

**Day 25**: On this day, I learned about the pandas module and created a *U.S. States Guessing Game* using the turtle graphics.

**Day 26**: On this day, I learned about list comprehension and created a *NATO Alphabet Project*.

**Day 27**: On this day, I learned about Tkinter and the arguments in functions (optional and compulsory).

**Day 28**: On this day, I learned how to use the Canvas in Tkinter to add images and created a *Timer*.

**Day 29**: On this day, I created a *Password Manager* in Tkinter.

**Day 30**: On this day, I learned about try and except error handling and how to store passwords in the *Password Manager* in a JSON file.

**Day 31**: On this day, I created a *Flash Card App*.

**Day 32**: On this day, I learned how to use the datetime module and the smtplib module to send emails from my program.

**Day 33**: On this day, I started using APIs, learned how to call APIs, and created an *ISS Overhead Notifier*.

**Day 34**: On this day, I upgraded the *Quiz* to have a GUI and used an API to get the questions.

**Day 35**: On this day, I learned about API authentication and how to send SMS.

**Day 36:** On this day, I created a *Stock Trading News Alert* app.

**Day 37:** On this day, I learned about HTTP POST, PUT, and DELETE and created a *Habit Tracker* using the Pixela API.

**Day 38:** On this day, I created a *Workout Tracking* project using Google Sheets, Sheety API, and Nutritionix API.

**Day 39:** On this day, I built the first part of a *Flight Deal Finder* project.

**Day 40:** On this day, I completed the *Flight Deal Finder* project.