1 Python OOP

2.2 Magic methods

2.3 Slots

2.4 Meta Class

2.5 Abstract Class

2.6 Abstract method

2 Design Patterns

* 1. Factory Method
  2. Singleton

1.3 Prototype

1.4 Observer

1.5 Facade

1.6 State

3 Asynchronous programming

4.1 Threading

4.2 Multiprocessing. Locks

4.3 Queue, pipe and the other ways of multiprocessing communication

4 Parsers

5.1 JSON

5.2 YAML

5.3 XML parser

5.4 BS4

5 Code Testing

3.1 General rules

3.2 TDD

3.3 Unittest

3.5 Pytest

3.6 Mocks