1 Design Patterns

1.1 Singleton

1.2 Command

1.3 Prototype

1.4 Observer

1.5 Flyweight

1.6 State

1.7 Decorator

2 Python OOP

2.1 Class Decorator

2.2 Magic methods

2.3 Slots

2.4 Meta Class

2.5 Abstract Class

2.6 Abstract method

3 Code Testing

3.1 General rules

3.2 The Basics

3.3 Unittest

3.4 Doctest

3.5 Pytest

3.6 Mocks

4 Asynchronous programming

4.1 Threading

4.2 Multiprocessing. Locks

4.3 Queue, pipe and the other ways of multiprocessing communication

4.4 Asyncio

* Order of execution
* Concurrency
* Future states
* Exception handling
* Timeouts

5 Parsers

5.1 JSON

5.2 YAML

5.3 XML parser

5.4 BS4

5.5 Selenium

6 Network programming

6.1 Sockets

6.2 Socket module

6.3 Servers socket methods

6.4 Client Socket methods

6.5 Internet modules