Learning Methodology

This section describes the methodology you use throughout the book: understanding concepts, learning by prototyping, and then developing production-quality code to integrate into the skeleton structure you just developed (see Figure 1-2).
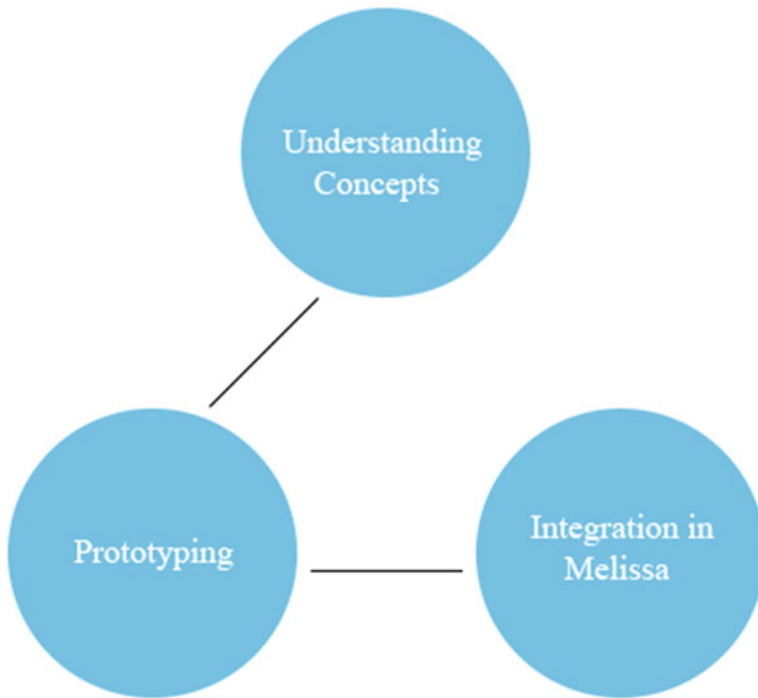

Figure 1-2. *Learning methodology*

First you explore the theoretical concepts as well as understand the core principles that will enhance your creativity and help you see different ways to implement features. This part may seem boring to some people, but do not skip these bits.

Next, you implement your acquired knowledge in Python code and play around with it to convert your knowledge into skills. Prototyping will help you to understand the functioning of individual components without the danger of messing up the main codebase. Finally, you edit and refactor the code to create good-quality code that can be integrated with the main codebase to enhance Melissa's capabilities.