PYTHON

1. Developing Games (Pygames, Godot)
2. Web Development (Django, flask, bottle)
3. Software Development (PyQt5, tinker)
4. Data Science (numpy, pandas, matplotlib)
5. Machine Learning (keras, tensorflow)

Python Poem

Beautiful is better than ugly

Explicit is better than implicit

Simple is better than complex

Complex is better than complicated

Flat is better than nested

Sparse is better than dense

Readability counts

Special cases aren’t special enough to break the rules

Although practicality beats purity

Errors should never pass silently

Unless explicitly silenced

In the face of ambiguity, refuse the temptation to guess

There should be one—and preferably only one –obvious way to do it

Although that wat may not be obvious at first unless you’re Dutch

Now is better than never

Although never is often better than “tight” now

If the implementation is easy to explain, it may be a good idea

Namespaces are one honking great idea – let’s do more of those