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Lessons 1-2

Subjects:

1. Setting Up Codding Environment

- $\circ \quad \Box$ Downloading And Setting Up Python
- □ Downloading And Setting Up VSCode

2. Programming Knowledge

- □ Explaining About The Python Programming Language And It's Uses
- □ General Knowledge

Lessons 3-5

Subjects:

1. Basic Functions

```
print()  # the print() function
input()  # the input() function
```

2. Comments

```
# this is a comment indicated by the *#*
```

3. Variables

```
    int - Intgers (Whole Numbers)
    float - Floating Point Number (Decimal Numbers)
    str - String (Words Or Characters)
    bool - Boolean (True Or False)
    Changing The Type Of An Integer - str() int() bool() eval()
```

4. Math

```
    Addition - Adding Numbers
    Subtraction - Subtracting Numbers
    Multiplication - Multiplyng Numbers
    Division - Taking The Square Root Of A Number
    Exponentiation - Taking The Square Root Of A Number
```

Root Square - Taking The Square Root Of A Number
 Quick Addition
 Quick Subtraction
 Quick Multiplication

Lessons 6-8

Subjects:

1. String Manipulation

- □ Getting A Character name[x]
- Getting A Sequence Of Characters name[start:end]
- Getting A Sequence Of Characters With Jump Interval name[start:end:jump]
- Reversed String Manipulation name[start:end:jump]
 start,end,jump Can Be Negative Numbers

2. If Statements

- □ Fundamentals Of If Statements
- □ The Usages Of If Statements
- □ If Elif Else
- □ and or
- □ Indentation

Lessons 9-12

Subjects:

1. Lists

◦ List Declaration - name = [x]

```
    List Usages
    Joining A List Into A String - "filler".join(list)
    Get An Item - name[x]
    Get A Sequence Of Items - name[start:end]
    Get A Sequence Of Items With Jump Interval - name[start:end:jump]
    Reversed - name[start:end:jump] start,end,jump Can Be
    Negative
    Change A Item - name[y] = x
    Reverse A List - reversed(list), list.reverse(), Tip: can also be done by list[::-1]
    Add An Item To A List - name.append(x)
    Remove An Item From A List - name.remove(x)
    Get The Amount Of Items In A List - len(name)
```

2. Tuples

```
    Tuple Declaration - name = [x]
    Diffreces Between Tuples And Lists
    Tuples Usages
    Get An Item - name[x]
    Get A Sequence Of Items - name[start:end]
    Get A Sequence Of Items With Jump Interval - name[start:end:jump]
    Reversed - name[start:end:jump] start,end,jump Can Be
    Negative
    Get The Amount Of Items In A Tuple - len(name)
```

3. Sets

```
    Set Declaration - name = {x}
    Diffreces Between Sets And Lists - Sets Can't Have Multiple Of The Same Item While Lists Can
    Sets Usages
    Get The Amount Of Items In A Set - len(name)
```

4. Dictionaries

Dictionaries Declaration - name = {key:value, key:value,...}
 Dicts Usages
 Get A Value By The Key - name[key]
 Get All Of The key:value Pairs In A Dict - name.items()
 Get All Of The Keys In A Dict - name.keys()
 Get The Amount Of Items In A Dict - len(name)

5. Functions

- □ Functions Declaration def name(params)
- Usages Of A Function
- Calling A Function name(arguments)
- What Are Paramaters And Arguments
- □*args and **kwargs passing an unkwon amout of arguments or key:value pairs
- Whats Is return At The End Of A Function We Ussually Return A
 Value That Can Be Stored

6. For Loops

- Syntax Of For Loops for variable_name(We Usually Use The Letter i) in variable_num2: (Go A Line Down)
- □ Usages Of A For Loop
- Dreak And continue break Stops The Loop And continue Skips
 To The Next Interation Of The Loop
- □ Indentation In For Loops
- Ifor else If The Loop Manages To Finish Without Breaking The
 Code In The else Part Will Be Ran