# **Core Python Learning Roadmap**

# 1. Introduction to Python

- Overview and History
- Installing Python
- Setting Up the Development Environment
- Choosing an IDE or Code Editor

## 2. Basic Syntax and Structure

- Python Syntax Rules
- Variables and Data Types
  - Integers, Floats, Strings, Booleans
- Basic Operators
  - Arithmetic, Comparison, Logical
- Input and Output
  - print(), input()

#### 3. Control Flow

- Conditional Statements
  - if, elif, else
- Loops
  - for, while
- Loop Control
  - break, continue, pass
- Comprehensions
  - List, Dictionary, Set Comprehensions

### 4. Functions

- Defining Functions
  - def keyword
- Function Parameters and Arguments
  - Positional, Keyword, Default
- Return Values
- Lambda Functions
- Function Scope
  - Local and Global Variables
- Higher-Order Functions

### 5. Data Structures

- Lists
  - Creation, Access, Methods
  - List Comprehensions
- Tuples
  - Creation, Access, Methods

- Dictionaries
  - Creation, Access, Methods
  - Dictionary Comprehensions
- Sets
  - Creation, Access, Methods

### 6. String Manipulation

- String Operations
  - Concatenation, Repetition, Slicing
- String Methods
  - .upper(), .lower(), .strip(), .replace()
- String Formatting
  - f-strings, .format(), % formatting
- Regular Expressions
  - Basic Pattern Matching

## 7. File Handling

- File Operations
  - Opening, Reading, Writing, Closing Files
- File Methods
  - .read(), .write(), .seek()
- Handling File Paths
- Exception Handling in File Operations
- Working with Different File Formats
  - Text, CSV, JSON

# 8. Error Handling and Exceptions

- Understanding Exceptions
- Try, Except, Finally
- Raising Exceptions
- Custom Exception Classes
- Best Practices for Error Handling

# 9. Modules and Packages

- Importing Modules
  - import, from-import
- Standard Library Modules
  - math, datetime, os, sys
- Creating Custom Modules
- Package Management
  - pip, Virtual Environments (venv)

## 10. Object-Oriented Programming (OOP)

Classes and Objects

- Attributes and Methods
- Inheritance
  - Base and Derived Classes
- Polymorphism
- Encapsulation
- Abstraction
- Special Methods
  - \_\_init\_\_, \_\_str\_\_, \_\_repr\_\_, \_\_len\_\_

### 11. Decorators and Generators

- Decorators
  - Understanding and Creating Decorators
  - Function Wrapping
- Generators
  - yield Keyword
  - Generator Expressions
  - next() Function

## 12. Context Managers

- Understanding Context Managers
- Using the with Statement
- Creating Custom Context Managers

## 13. Multithreading and Multiprocessing

- Threading
  - Creating and Managing Threads
- Multiprocessing
  - Creating and Managing Processes
- Synchronization
  - Locks, Events, Semaphores

## 14. Testing and Debugging

- Debugging Techniques
  - Using Print Statements, Debuggers
- Unit Testing
  - unittest Module
  - Writing Test Cases
- Test-Driven Development (TDD)

## 15. Best Practices and Coding Standards

- PEP 8 Guidelines
- Writing Clean and Readable Code
- Code Documentation
  - Docstrings and Comments

- Version Control
  - Using Git and GitHub

# **16. Practical Projects**

- Small Applications
  - Calculator, To-Do List
- Real-World Projects
  - Web Scraping, Data Analysis
- Contributing to Open Source

# 17. Advanced Topics

- Coroutines and Asyncio
- Memory Management and Profiling
- Metaclasses