

Python Learning Roadmap

Level 1: Foundations (1–2 weeks)

Goal: Build strong fundamentals.

Topics:

- Variables and data types
- Conditionals (if/else)
- Loops (for/while)
- Functions
- Basic I/O
- Lists, Tuples, Dictionaries, Sets

Resources:

- [Python Docs – Beginner’s Guide](#)
- [W3Schools Python](#)
- Practice: [HackerRank Python Basics](#)

Level 2: Intermediate Concepts (2–4 weeks)

Goal: Write structured, modular, and efficient code.

Topics:

- File handling
- Exception handling
- Modules and Packages
- List comprehensions
- Lambda, map, filter, reduce
- Working with dates and times

Resources:

- [Real Python](#)
- YouTube: [Tech With Tim](#)
- Practice: [Exercism.io](#)

✓ Level 3: Object-Oriented Programming (OOP) (2 weeks)

Goal: Understand how Python supports classes and objects.

Topics:

- Classes and objects
- Constructors, attributes, methods
- Inheritance, Polymorphism
- Encapsulation, Abstraction
- Magic methods (`__init__`, `__str__`, etc.)

Resources:

- Book: *Python Crash Course* by Eric Matthes (Ch. 9+)
- Practice: Create a mini-project like a bank account manager or RPG character builder

✓ Level 4: Popular Libraries & Tools (2–3 weeks)

Goal: Use Python for real-world tasks.

Topics:

- `requests` (APIs)
- `pandas`, `matplotlib` (Data)
- `sqlite3` or `SQLAlchemy` (Databases)
- `venv`, `pip` (Environment + packages)

Projects:

- Weather App (using API)
- CSV data analysis with Pandas
- Mini-database app

✓ Level 5: Build Projects (Ongoing)

Goal: Learn by doing. Pick a few projects to apply what you've learned.

Ideas:

- To-Do List CLI
- Expense Tracker
- Web scraper
- Flask/Django Blog App
- Simple Game with Pygame
- Automation scripts (rename files, sort folders)

Bonus Level: Specialize (choose a path)

Once you're confident in Python basics:

- Web Dev: Flask, Django, FastAPI
- Data Science: NumPy, Pandas, Matplotlib, Scikit-learn
- Machine Learning: TensorFlow, PyTorch, Scikit-learn
- Automation/Scripting: Selenium, BeautifulSoup, OS module
- APIs & Backend: FastAPI, Postman, Docker

Sample Weekly Schedule (6 hrs/week)

-  2 hrs → Learn theory (videos, articles)
-  2 hrs → Practice (exercises, small problems)
-  2 hrs → Build mini projects