

LESSON PLAN

**All the details of the topic
that would be covered in
these tutorials**



Lesson Number 1

1. Introduction
2. Installation

Lesson Number 2

1. Print
2. Comments
3. Data types

Lesson Number 3

1. Arithmetic Operators
2. Typecasting
3. User inputs

Lesson Number 4

1. Strings
2. String Slicing
3. String Methods

Lesson Number 5

1. If – else
2. Match case

Lesson Number 6

1. Loops
2. Break vs continue

Lesson Number 7

1. Functions
2. Function arguments

Lesson Number 8

1. List
2. List methods

Lesson Number 9

1. Tuple
2. Tuple methods

Lesson Number 10

1. F – String
2. Doc - String

Lesson Number 11

1. Dictionary
2. Dictionary Methods

Lesson Number 12

1. Loops – else
2. Exception handling
3. Raise error

Lesson Number 13

1. Enumerate
2. Virtual environment

Lesson Number 14

1. Import
2. `__name__`

Lesson Number 15

1. OS module
2. Global variable

Lesson Number 16

1. File handling
2. Seek and tell

Lesson Number 17

1. Lambda function
2. Map-filter-reduce

Lesson Number 18

1. Is vs `==`
2. Introduction to OOP

Lesson Number 19

1. Classes
2. Objects
3. Constructs

Lesson Number 20

1. Decorators
2. Getters and setters

Lesson Number 21

1. Inheritance

Lesson Number 22

1. Modifiers
2. Static methods

Lesson Number 23

1. Class variable
2. Instance variable

Lesson Number 24

1. Class methods
2. Constructors as CM

Lesson Number 25

1. Super Keyword
2. Method overriding

Lesson Number 26

1. Operator overloading

Lesson Number 27

1. Single Inheritance
2. Multiple inheritance
3. Multilevel inheritance

Lesson Number 28

1. Walrus Operator
2. Sh -util module

Lesson Number 29

1. Generators
2. Function caching

Lesson Number 30

1. Multi-processing
2. Multi-threading