

Jan 16, 2015

# PROGRAMMER STREET:

- A - Abstraction | AI | Atomic | AToms
- B - Boolean | Base Case | Big-O <sup>Confusion</sup>
- C - Compilers | C | Compression | Comments | Contract
- D - DESIGN | DATA STRUCTURES | DATES | Drawing
- E - Efficiency | ENDIANNESS | ERLANG | Equality
- F - FLOATING POINT | Files | Filesystems | Future | Frustration
- G - GRAPHS | Gigabyte
- H - HELP | HASHING | HALTING Theorem
- I - Indexing | Infinite DATA | Infinity
- J - JACOBIAN
- K - Kernels, OS | Kernel Trick, SUM
- L - LN-Norm | LISP | Lists
- M - MUSIC | MAPS | MATRIX
- N - Normalize
- O - OPTIMAL FEATURES | On-Call | Objects
- P - Pointers | Processes
- Q - Quicksort
- R - RECURSION | RESPONSIBILITY | Randomness
- S - Sleep | SQL | Side-effects | STATE | Statistics | Sets
- T - Types | Typing | Trees | Tradeoffs (Space vs. Time) | Table | Template
- U - Users
- V - Versioning | <sup>vectors</sup>Variables
- W - Wikis | Words
- X - x86
- Y - Y-Axis
- Z - Zombie