Notions

C PISCINE - C 00	C PISCINE - C 01	C PISCINE - C 02, C 03, C 04	C PISCINE - C 05	C PISCINE - C 06, C 07	C PISCINE - C 06, C 09	C PISCINE - C 08
First step in C	Introduction to pointers	Char string manipulation	Introduction	Compilation's steps	Introduction	Preprocessing - Introduction
	Assignment		Recursion - Theory	Dynamic memory allocation	Librairies	Preprocessing - #include
	Dereferencing		Recursion - Practice		Main's argument (argc, argv)	Preprocessing - file.h
	Pointer arithmetic					Preprocessing - #define
	Arrays					Preprocessing - #ifdef/#ifndef
	Character string					Preprocessing - Multiple inclusions
	Pointer usage					Data structures - Typedef
	void *					Data structures - Struct
						Data structures - Enum
						Data structures - Union

C PISCINE - C 09, C 11	C PISCINE - C 10	C PISCINE - C 12	C PISCINE - C 13	C PISCINE - C IN 42 MIN	C PISCINE - SHELL 00	C PISCINE - SHELL 00, SHELL 01
Day 10 Introduction	Files - Introduction	Chained list - Introduction	Binary trees - Introduction	C in 42 min	Basic commands	echo, cat, more
Compilation Problematic	File manipulation - Open	Chained list - Examples	Binary trees - Usage		Filesystem	head, tail, grep
Makefile - Introduction	File manipulation - Write	Chained list - Tips	Binary trees - Balancing		touch, cat	Redirections
Makefile - Rules	File manipulation - Read					sort, cut
Makefile - Variables	File manipulation - Lseek					wc, ifconfig, bc, find, env, export
Makefile - Example						stdout, stderr
Pointers to functions - Introduction						
Pointers to functions - Syntax						
Pointers to functions - Example						
Pointers to functions - Conclusion						