Reflection of CS61A

First: python

1. function programming
2. environments, name, eval
3. recursion and iteration
4. data abstractions, data-structure: list, tuple, dictionary, tree, link
5. high-order function: map, reduce, filter, lambda
6. object-oriented programming: mutable, nonlocal, class
7. class: inheritance, composition: \_\_init\_\_, \_\_repr\_\_, \_\_str\_\_, \_\_getitem\_\_, \_\_len\_\_...
8. growh: time and space complexity，cache
9. iterators: for, yield, iter, next
10. try, except
11. tail call

Second: scheme

1. tail call
2. stream, marco(lazy or dealy)
3. interpreters
4. cons, if, cond, high-order(reduce, map, filte), lambda, type?

Third : sql

1. declarative programming
2. create table -name as select … union;
3. insert into -table[(n)], values …
4. select … from llist as a where .. group by order by -…
5. database : python and sql

Four: other

1. grammer rule, translation
2. distributed data