

Learned and Applied the Following
COMPUTER SCIENCE principles/concepts:

Abstract Data Types / Primitive Data Types
Implementations of Data Structures
Computation Complexity (Big 'O' Notation)
FIFO, FILO, LIFO, LILO, etc structures

RECURSION

Visualizing data elements as Nodes, Parents, etc
Heuristics

Algorithm trade-offs for traversal/sorting

- Time complexity

- Space complexity

- Optimization

- Stable vs. Unstable sort

Abstraction

Object Oriented Programming Paradigm

Input/Output & Functionality of Computation