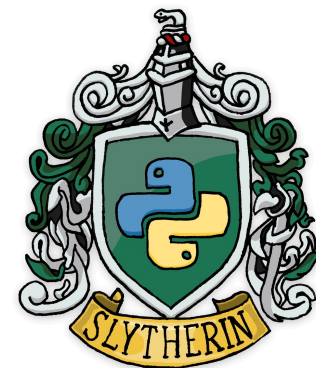


System Programming with C++

Ideas for projects



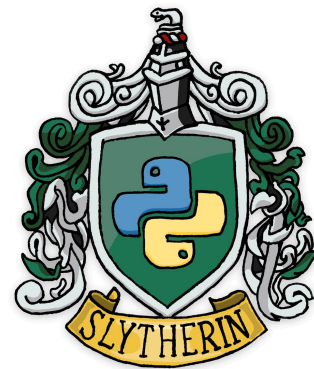
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Reason: GIL - global interpreter lock.

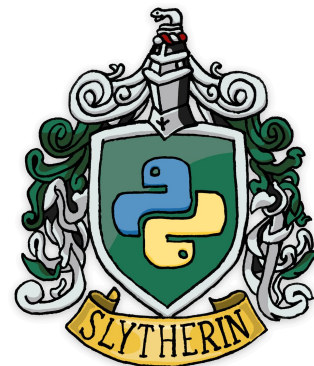


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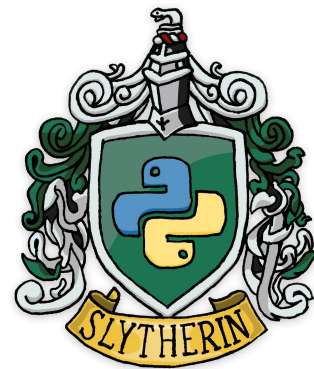
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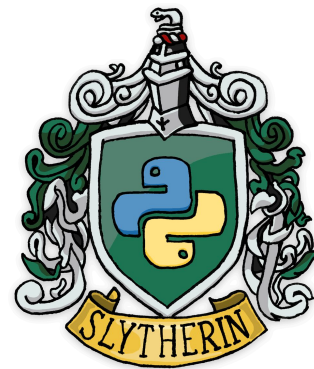
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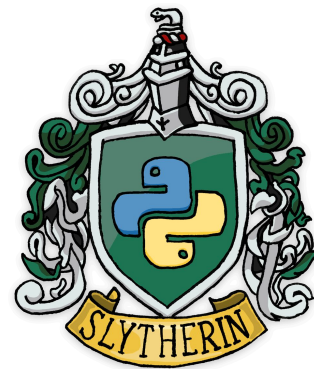
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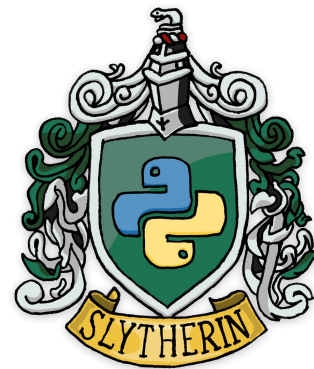
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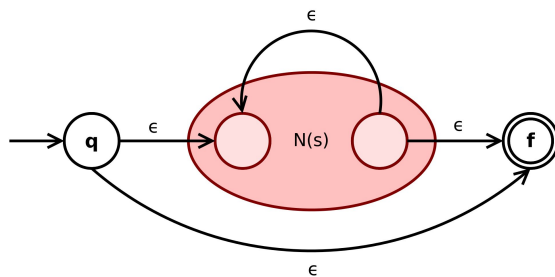
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Find some cases where your optimizations will rock and it will give you better performance than usual C++ engine.



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Idea: implement your own vim or emacs that will work well with big files and look good (via pseudo graphics)



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Main features:

- ide like navigation and actions,
- working with binary files (sections/disassembly)



5. Honorable mentions

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3. Interpreter of C++ language itself!
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5. Your own archiver with non-standard compression algorithm.

Your ideas?

