

If anyone would like to share any other resources that helped them, and especially if anyone would be willing to post their cheatsheet (at the end of this document) it would be much appreciated. Good luck everyone!

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## Course Start

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### Chapter 1 - The Foundations: Logic and Proofs

#### 1.7 Introduction to Proofs

<a href="#">In pursuit of a pythagorean proof</a>	(KA, M)
<a href="#">Proof of Pythagorean Theorem</a>	(?, V)
<a href="#">Origami Proof of Pythagoras</a>	(KA, V)

#### 1.1 - 1.6

<a href="#">Introduction to Logic</a>
<a href="#">Truth Tables</a>
<a href="#">Truth Table Proofs</a>
<a href="#">Logic Laws</a>
<a href="#">Conditionals, Converses, Inverses, Contrapositives</a>
<a href="#">Quantificational Logic</a>

#### 1.8 Proof Methods and Strategy

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<a href="#">Direct Proof</a>	(TT, V)
<a href="#">Proof by Case</a>	(TT, V)
<a href="#">Proof by Contraposition</a>	(TT, V)
<a href="#">Proof by Contradiction</a>	(TT, V)
<a href="#">Mathematical Induction</a>	(TT, V)

### Chapter 2 - Basic Structures: Sets, Functions, Sequences, Sums

#### 2.1 - Sets

<a href="#">Review of Sets, Notation</a>	(B, T)
<a href="#">Sets</a>	(TT, V)
<a href="#">Sets</a>	(EC, V)

#### 2.2 - Set Operations

<a href="#">Set Operations</a>	(TT, V)
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#### 2.3 - Functions

<a href="#">Intro to Functions</a>	(TT, V)
<a href="#">Onto, 1-2-1, Surjective, Injective, etc.</a>	(TT, V)
<a href="#">Onto, 1-2-1, Surjective, Injective, etc.</a>	(KA, V)

2.4 - Sequences and Summations	
<a href="#">Sequences and Series</a>	(KA, m)
<a href="#">Summations</a>	(KA, ?)
<a href="#">Sequences and Series</a>	(EC, V)
Chapter 3 - Algorithms	†
3.2 - Growth of Functions	
<a href="#">Asymptotic Notation</a>	(KA, T)
<a href="#">Functions in Asymptotic Notation</a>	(KA, T)
3.3 - Complexity of Algorithms	
<a href="#">Complexity O, Omega, Theta</a>	(X, V)
<a href="#">Big Theta Notation</a>	(KA, T)
<a href="#">Big O Notation</a>	(KA, T)
<a href="#">Big Omega Notation</a>	(KA, T)
<a href="#">Prove f(x) is Big-O of g(X)</a>	(R, V)
<a href="#">Prove f(x) is Big-Theta of g(X)</a>	(R, V)
<a href="#">Prove f(x) is Big-Omega of g(X)</a>	(R, V)
Chapter 4 - (not really covered)	
4.1 Divisibility and Modular Arithmetic . . . . .	
<a href="#">Division Algorithm</a>	(EC, V)
<a href="#">GCD Euclidean Algorithm</a>	(TT, V)
4.2 Integer Representations and Algorithms . . . .	
4.3 Primes and Greatest Common Divisors ....	
4.3 Solving Congruences . . . . .	
4.5 Applications of Congruences.....	
4.6 Cryptography .....	
Chapter 5 - Induction and Recursion	† †
5.1 - Mathematical Induction	
<a href="#">Induction (sum of first n integers)</a>	(KA, V)
<a href="#">Mathematical Induction</a>	(TT, V)
5.2 - Strong Induction and Well-Ordering	
<a href="#">Well Ordering</a>	(TT, V)
<a href="#">Strong Induction Proof</a>	(DB, V)
5.3 - Recursive Definitions and Structural Induction	
<a href="#">Recursive Algorithms</a>	(KA, T)
5.4 - Recursive Algorithms	
<a href="#">Recursive Algorithms</a>	(KA, T)

Chapter 6 - Counting	†
6.1 - Basics of Counting	
<a href="#">Counting &amp; Selection</a>	(EC, V)
<a href="#">Additional Uses For Perms and Combs</a>	(EC, V)
<a href="#">Counting (Probability)</a>	(KA, V)
6.2 - Pigeonhole Principle	
<a href="#">Pigeonhole Principle</a>	(TT, V)
6.3 - Permutations and Combinations	
<a href="#">Shortcuts</a>	(EC, V)
<a href="#">Permutations and Combinations</a>	(EC, V)
<a href="#">Permutations, Combinations, Probability</a>	(KA, V)
6.4 - Binomial Coefficients and Identities	
<a href="#">Intro to Binomial Theorem</a>	(KA, V)
<a href="#">Generalizing to Binomial Theorem</a>	(KA, V)

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## MIDTERM

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Chapter 2 - Basic Structures: Sets, Functions, Sequences, Sums	
2.5 - Cardinality of Sets (countability of infinite sets)	†
Chapter 4	
4.1 Divisibility and Modular Arithmetic . . . . .	
<a href="#">Division Algorithm</a>	(EC, V)
<a href="#">GCD Euclidean Algorithm</a>	(TT, V)
Chapter 6 - Counting (continued)	†
6.5 - <a href="#">Distribution &amp; Derangement</a>	(EC, V)
Chapter 8 - Advanced Counting Techniques	†
8.1 - Applications of Recurrence Relations	
<a href="#">Recurrence Relations</a>	(TT, V)
<a href="#">Recurrence Relations</a>	(KA, V)
8.2 - Solving Linear Recurrence Relations	
<a href="#">Homogeneous Recurrence Relations</a>	(TT, V)
<a href="#">Non-Homogeneous Recurrence Relations</a>	(TT, V)

Chapter 9 - Relations	†	
9.1 - Relations and Their Properties		
<a href="#">Intro to Relations</a>		(TT, V)
9.3 - Representing Relations		
9.5 - Equivalence Relations		
Chapter 10 - Graphs (no Dijkstra)	† †	
10.1 - Graphs and Graph Models		
<a href="#">Graph Representation and describing graphs</a>		(KA, T)
<a href="#">Representing Graphs</a>		(KA, T)
10.2 - Graph Terminology and Special Types of Graphs		
<a href="#">Graph Terminology</a>		(TT, V)
<a href="#">Vertex Degree and Regular Graphs</a>		(TT, V)
10.3 - Representing Graphs and Graph Isomorphism		
<a href="#">Isomorphism and Bipartite Graphs</a>		(TT, V)
10.4 - Connectivity		
<a href="#">Subgraphs, Complements, and Complete Graphs</a>		(TT, V)
10.5 - Euler and Hamilton Paths		
<a href="#">Euler Circuits / Paths</a>		(TT, V)
<a href="#">Hamilton Paths</a>		(TT, V)
10.6 - Shortest Path (not covered)		
10.7 - Planar Graphs		
<a href="#">Proof: Euler's Equation (<math>e-v+2=r</math>)</a>		(3B, V)
<a href="#">Euler's Theorem</a>		
(TT, V)		
<a href="#">Planar Graph</a>		(?, V)
<a href="#">Planar Graph</a>		(TT, V)
Chapter 13 - Modeling Computation	†	
<a href="#">Languages, Grammars, and FSMs</a>		
13.1 - Languages and Grammars		
<a href="#">Formal Languages</a>		
<a href="#">Formal Language Examples</a>		
13.2 - Finite-State Machines with Output		
albert <a href="#">Finite State Machines</a>		
<a href="#">Formal Definition of a Finite State Machine</a>		
13.3 - Finite-State Machines with No Output		

Chapters are from Rosen ([PDF](#), [Amazon](#)). There is another book also, Epp ([PDF](#), [Amazon](#))

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Sources = {  
    KA = Khan Academy *  
    R = Randerson  
    TT = TrevTutor  
    B = Berkeley CS70  
    X = xoax.net  
    DB = Math Doctor Bob  
    EC = Endeavor Careers *  
    3B = 3Blue1Brown  
}
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Methods = {  
    V = Video  
    T = Text  
    M = Mixed Media  
}
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\* = Very Clear

† = Likely exam question