

Beginners Interface for github site

This page is the first stage in a development of language beginners material for the site. At the moment these topics seem likely to be part of that development, but new pages will probably be added and some may disappear.

- Platform models
 - Scheduling work
 - Virtual memory
 - I/O
 - GUI resources
 - System wide resources
 - Programming API and ABI
 - System-Wide Synchronization
- Object models
 - Instance lifetime
 - Acquisition and release of resources
 - Ownership
- Program models
 - Execution engine
 - Safety
 - Access to platform API
 - Program structure
 - Physical structure
 - Execution structure
- Web models
 - Classic: HTML5, CSS, JavaScript
 - Asp.Net
 - Web components
 - W3C, React, Vue
 - <https://blog.logrocket.com/what-happened-to-web-components/>
- Implementation Patterns
 - Illustration of common coding techniques in Rust, C++, C#/Java, JavaScript
 - Probes with index page
- Design Patterns
 - Illustrates a few of the GOF patterns and other common usage
 - Some code agnostic, some depend on language details but similar across languages
- Tool Chains
 - Setup
 - IDEs: Visual Studio, Visual Studio Code, Eclipse (?)
- Links to resources
 - References, sample code

- Regular expressions
- XML and JSON