Practical :

* ~~Gauss Jordan~~
* ~~Calculating the frequency of characters in .txt file~~
* ~~Binary files (basic commands like open, read, write…)~~
* ~~Modules and packages~~
* ~~C vs Python~~
* ~~Dbms rdbms~~
* ~~Codes~~
* ~~FSM~~

Data structures + searching +sorting:

* ~~Linear search~~
* ~~Linear sort~~
* ~~Selection sort~~
* Binary search
* External merge sort
* ~~Quicksort~~
* ~~Bubble sort~~
* Hashing
* ~~Linked list~~
* ~~Infix ,postfix etc~~
* ~~Binary search tree~~
* ~~Tree traversing~~
* ~~Huffman tree~~
* ~~Stacks~~
* ~~Circular linked list~~
* ~~Trees~~

Compilers and languages:

* Generation of programming languages
* Interpreter
* Visual environment

Recursive functions:

* ~~Factorial~~
* ~~Power~~

Theoretical perspectives :

* ~~Finite state machines~~
* ~~Finite-state diagram~~
* ~~Turing Machines(only def)~~
* odd parity generator (FSM)
* parity checks(even & odd parity)

Database:

* ~~Database engine~~
* ~~Reason to make Database Management System.  
  Relational DBMS~~
* ~~SQL basics (create, insert, values, use, select, update, delete, aggregate, avg, min, max, order by, group by)~~

Business programming:

* Decision making systems
* Decision support systems
* ~~Cost minimizing function~~
* ~~Simplex method~~
* ~~Graphical method~~
* ~~Augmented matrix~~
* ~~Tableau~~

Artificial Intelligence:

* Knowledge base
* Knowledge based systems
* Expert systems
* Production rules
* Inference engine
* Data driven approach
* Goal driven approach

Other stuff:

* ~~Firmware~~
* ~~Power on self test (POST)~~
* Pointers
* Registers
* Device Drivers
* Peripheral Devices
* floating point numbers
* finite automata
* boot process
* Bit operators