

Y790-32707 - HW #2: Reverse Outlining

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Reverse Outline of : **The Structure and Interpretation of the Computer Science Curriculum**

Abstract

1. 1

2. 2

1 History and critique

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2 Structure

2.1 Solving constraints

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2.2 Principles of programming

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2.3 Principles of teaching

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3 Interpretation: functional versus object-oriented programming

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3.1 Functional and object-oriented programming

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3.2 The role of Scheme

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3.3 Programming environments

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4 Interpretation: teaching design principles

4.1 Structure and Interpretation of Computer Programs

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4.2 How to Design Programs

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5 Experience and outlook

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