





# **COMPUTER SCIENCE CHEAT SHEET**


## **Computing Basics:**


 **Bit:** *The smallest unit of digital information.*


 **Byte:** *A unit of digital information consisting of 8 bits.*


 **Transistor:** *A semiconductor device used to amplify or switch electronic signals.*

 **CPU:** *Central Processing Unit is the primary component of a computer that performs most of the processing tasks.*


 **Turning Machine:** *A hypothetical machine used in computer science to understand the limits of mechanical computation.*


 **Memory Address:** *A unique identifier for a memory location in a computer's memory.*


 **RAM:** *Random Access Memory is a type of computer memory that can be read and written to.*


 **Machine Code:** *Low-level code that is directly executed by a computer's CPU.*


## **Computer Architecture:**

 **Battery:** *A device that provides electrical energy to a device or system.*


 **Clock Speed:** *The rate at which a computer's processor executes instructions, measured in gigahertz (GHz).*


 **Client-Server Architecture:** *A computing model where a client requests resources or services from a server.*

 **Firewall:** *A network security system that monitors and controls incoming and outgoing network traffic.*


 **Integrated Circuit:** *A circuit that contains multiple electronic components on a single chip of semiconductor material.*


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 **Power Supply Unit:** A device that supplies power to a computer.


 **Thermal Design Power:** The maximum amount of heat that a computer system's cooling system is required to dissipate.


## **Data Storage:**


 **Optical Disc:** A type of data storage device that uses a laser to read and write data on a plastic disc.

 **Blu-ray Disc:** A type of optical disc used for high-definition video and data storage.


 **Solid State Drive:** A data storage device that uses NAND-based flash memory to store data.


 **Hard Disk Drive:** A data storage device that uses spinning disks to store data.


 **Magnetic Tape:** A type of data storage device that uses magnetic tape to store data.


 **File System:** The method used to organize and manage data on a computer's storage devices.

## **Data Representation:**

 **Binary:** A number system that uses only two digits, 0 and 1.


 **Hexadecimal:** A number system that uses 16 digits, 0-9 and A-F, to represent numbers.


 **Nibble:** A unit of digital information consisting of 4 bits.


 **Character Encoding ASCII:** A character encoding standard used to represent text in computers.


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## Mathematics:

 **Division:** A mathematical operation that determines how many times one number can be divided by another.


 **Multiplication:** A mathematical operation that determines the product of two numbers.


 **Matrix:** A rectangular array of numbers, symbols, or expressions arranged in rows and columns.


 **Regression Analysis:** A statistical technique used for modeling the relationship between two or more variables.


 **Data Analysis:** The process of inspecting, cleaning, transforming, and modeling data with the goal of discovering useful information.


## Programming Concepts:


 **Data Types:** A type of data that specifies the kind of values that can be stored and manipulated in a computer program.

 **Variable:** A container used to store data in a computer program.

 **Dynamic Typing:** A programming language feature that allows a variable to hold different data types at different times during program execution.


 **Static Typing:** A programming language feature that requires variables to be declared with a specific data type before they can be used.


 **Pointer:** A variable that holds the memory address of another variable.


 **Garbage Collector:** A program that automatically frees up memory used by objects that are no longer needed.


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 **int:** A data type that represents an integer number.


 **signed/unsigned:** A property of integer data types that determines whether they can represent negative values or not.


 **float:** A data type that represents a floating-point number.


 **Double:** A data type that represents a double-precision floating-point number.


 **Char:** A data type that represents a single character.


 **string:** A sequence of characters.


 **Big endian/Little endian:** Byte order used in computer systems.


 **Array:** A data structure that stores a fixed-size sequential collection of elements of the same type.


 **Linked List:** A data structure that consists of a sequence of nodes, each pointing to the next node in the sequence.


 **Set:** A data structure that stores a collection of unique elements.


 **Stack:** A data structure that follows the Last-In-First-Out (LIFO) principle.

 **Queue:** A data structure that follows the First-In-First-Out (FIFO) principle.


 **Hash:** A data structure that stores data in a key-value pair format.


 **Tree:** A data structure that represents a hierarchical structure.


 **Graph:** A data structure that consists of a collection of nodes connected by edges.


 **Nodes and Edges:** Components of a graph data structure.


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 **Algorithms:** A set of instructions to solve a specific problem.


 **Functions:** A block of code that performs a specific task.


 **Return:** A statement used to return a value from a function.


 **Arguments:** Values passed to a function when it is called.


 **Operators:** Symbols used to perform arithmetic and logical operations in a program.


 **Boolean:** A data type that represents two values - True or False.


 **Expression:** A combination of values, variables, and operators that can be evaluated to a single value.


 **Statement:** A complete line of code that performs a specific action in a program.


 **Conditional Logic:** A programming construct that allows a program to make decisions based on certain conditions being met.


 **While Loop:** A programming construct that repeatedly executes a set of statements as long as a certain condition is true.


 **For Loop:** A programming construct that iterates over a range of values and executes a set of statements for each value.

 **Iterable:** An object that can be iterated over, such as a list or a string.


 **Void:** A data type that represents the absence of a value.


 **Recursion:** A programming technique in which a function calls itself to solve a problem.


 **Call Stack:** A data structure used by a program to keep track of the order in which functions are called.


 **Stack Overflow:** An error that occurs when the call stack exceeds its maximum size.


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
 **Base Condition:** A condition in a recursive function that causes the function to stop calling itself and return a value.


 **Big-O:** A measure of the efficiency of an algorithm in terms of its worst-case scenario.


 **Time Complexity:** A measure of the time it takes for an algorithm to complete as the size of the input grows.


 **Space Complexity:** A measure of the amount of memory used by an algorithm as the size of the input grows.


 **Brute Force:** An algorithmic approach that solves a problem by trying every possible solution.


 **Divide and Conquer:** An algorithmic approach that breaks a problem into smaller subproblems and solves them recursively.


 **Dynamic Programming:** An algorithmic approach that breaks a problem into smaller subproblems and uses the solutions to those subproblems to solve the larger problem.

 **Memoization:** A technique used in dynamic programming to store the solutions to subproblems and avoid redundant computations.


 **Greedy:** An algorithmic approach that makes the locally optimal choice at each step in the hope of finding a global optimum.


 **Dijkstra's Shortest Path:** An algorithm for finding the shortest path between two nodes in a graph.


 **Backtracking:** An algorithmic approach that tries out all possible solutions to a problem and backtracks when a solution does not work.


 **Declarative:** A programming paradigm in which programs are written to describe the desired output, rather than the steps to produce it.


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 **Functional Language:** A programming language that emphasizes the use of functions to solve problems.


 **Imperative:** A programming paradigm in which programs are written as a series of steps to perform a task.


 **Procedural Language:** A programming language that emphasizes the use of procedures, or subroutines, to solve problems.


 **Multiparadigm:** A programming language that supports multiple programming paradigms, such as object-oriented, functional, and procedural programming.


 **OOP:** Object-oriented programming, a programming paradigm that uses objects to represent and manipulate data.


 **Class:** A blueprint for creating objects that defines their properties and methods.


 **Properties:** The attributes of an object, such as its name or size.


 **Methods:** The functions that an object can perform, such as sorting or printing.


 **Inheritance:** A mechanism by which a subclass can inherit the properties and methods of its superclass.

 **Design Patterns:** Reusable solutions to common programming problems.

 **Instantiate:** The process of creating a new instance of a class.


 **Heap Memory:** A region of a computer's memory where dynamic memory allocation takes place.


 **Reference:** A value that refers to the memory location of an object or variable.

 **Threads:** Independent units of execution within a process.





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 **Parallelism:** *Simultaneously executing multiple tasks at the same time in order to improve performance.*


 **Concurrency:** *The ability of a program to execute multiple tasks concurrently, often achieved through the use of threads.*


## **Networking:**


 **Bare Metal:** *Refers to the use of a computer system without a base operating system or virtualization layer.*


 **Virtual Machine:** *A software program that emulates a physical computer and can run its own operating system and applications.*


 **IP Address:** *A unique identifier assigned to every device connected to a network that uses the Internet Protocol.*


 **URL:** *The address of a resource on the Internet.*


 **DNS:** *A system that translates human-readable domain names into IP addresses.*


 **TCP:** *A reliable, connection-oriented protocol used for transmitting data over a network.*

 **Packets:** *Units of data that are transmitted over a network.*

 **SSL:** *A protocol used for secure communication over the internet, commonly used for websites.*

 **HTTP:** *A protocol used for transmitting data over the internet.*


 **API:** *A set of protocols and tools for building software applications.*


 **Printers:** *Output devices that produce physical copies of electronic documents.*





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## **Web Development:**


 **CSS:** *Cascading Style Sheets, a language used for describing the presentation of web pages.*


 **Front-end Development:** *The development of the parts of a website or web application that the user interacts with.*


 **Back-end Development:** *The development of the parts of a website or web application that the user does not directly interact with.*

 **Web Server:** *A program that serves web pages to clients upon request.*

 **User Authentication:** *The process of verifying the identity of a user.*

 **Encryption:** *The process of encoding data in a way that makes it unreadable to unauthorized users.*

 **CDN:** *Content Delivery Network, a distributed network of servers that delivers content to users based on their geographic location.*

 **AJAX:** *Asynchronous JavaScript and XML, a technique used for creating dynamic web pages that update without requiring a page reload.*