Title: TBD, {related to algorithms}

Theme: Help prepare for a full time job

To do:

webGL

Chapters

Pre:

1. Main page
   1. Load game
   2. Save game
   3. Credits
2. Intro
3. The data structures {optional chapter}
   1. String
   2. Lists
      1. Array
      2. Linked List
   3. Stack
   4. Queue
   5. Map
   6. Trees
   7. Graphs
4. String manipulation
5. Array problems
6. List Problems
7. Stack Problems
8. Map Problems
9. Tree problems
10. Graph problems
11. Recursion
12. Dynamic Programming