Instruction Pointer- Points to the instruction that will execute next

Mutation- overwriting a value to be a different value

Syntatic Sugar- the use of a simple word like “in” that tells the computer to run a complicated command

Currying- Binding a value

Stack- Order of processes being run by code

Wrestling- Tweaking code to mess with the output. Allows for lots of learning

Generator-

(Test Question, write code that generate)

Contiguous in memory: Stored next to each other in memory

Fragmented- Not stored next to each other in memory