Algorithms

- 1. Y combinator
- 2. Bubble sort
- 3. Linked list reversal
- 4. Unbiasing a biased random number generator
- 5. Fast Fourier Transformation
- 6. Square root
- 7. N queens problem
- 8. Lempel-Ziv-Welch algorithm
- 9. Drawing a fractal tree
- 10. Fibonacci Sequence
- 11. Bresenham's algorithm
- 12. Levenshtein Distance
- 13. Sieve of Eratosthenes
- 14. Matrix transposition
- 15. Estimate the value of π
- 16. Subtraction of Church numerals
- 17. Binary representation of an integer
- 18. Ackermann function
- 19. Towers of Hanoi
- 20. Quine

Programming languages

- 1. Smalltalk
- 2. λ calculus
- 3. Prolog
- 4. Ruby
- 5. x86 Assembly
- 6. Gallina (Coq)
- 7. PostScript
- 8. LOGO
- 9. Haskell
- 10. TeX
- 11. JavaScript
- 12. D
- 13. Common Lisp
- 14. WebAssembly
- 15. Rust
- 16. Python
- 17. C
- 18. Erlang
- 19. Perl
- 20. Tel

Sponsors



