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## 1 Overview

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- 1.1 Programming Languages
- 1.2 Compiler
- 1.3 Programming Paradigms
- 1.4 Code Quality and Design
  - 1. designe patterns
  - 2. aspect/feature oriented programming
  - 3. test driven development

- 1.5 Operating System Concepts
- 1.6 Algorithms
- 1.7 Data Structure
- 1.8 Distributed Systems
- 1.9 Machine Learning
- 2 Compiler
- 2.1 Parsers
- 2.2 Lex
- 2.3 Front-End
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- 2.5 IR
- 2.6 Optimization
- 3 C++
- 3.1 initilization
- 3.2 value and copy semantics
- 3.3 modules
- 3.4 exceptions
- 3.5 Idiom

RAII Resource ...

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