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1 Overview

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 C++

2.1 Initilization

2.2 Value and copy semantics

2.3 Modules

2.4 Exceptions

2.5 Idiom

RAII Resource ...

SFINAE Resource ...

3 Compiler

3.1 Parsers

3.2 Lex

3.3 Front-End

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3.6 Optimization