## **Lesson 12: Advanced Programming Concepts**

The idea of this section is to provide you with various articles concerning subjects that haven't been covered in the lessons. The articles covered in the advanced programming concepts are intended for those who have acquired adequate knowledge of programming in Pascal or any other procedural programming language.

For instance, sorting is a popular technique used in computer science and inevitably in many programs to sort a list of data items in either ascending or descending order. Also, linked lists and stacks and similar data structures are of outmost importance since they are used quite often in computer programs. Such data structures are useful tools which can broaden your programming skills not just those of Pascal programming. These will be covered for you in as general application as possible, so that you may use them in any of your programs and practice them for your applications and in other languages.

Feel free to go through the following articles and try them yourself and rewrite them in your own way.

## Want to share your article?

You may wish to add your own article about any programming concept you want in whichever language you like. Yes! You may also choose the language of your choice. It does'nt have to explicitly be an article using the pascal language. You may like for example write an article on dynamic memory using the c language.

Feel free to send any articles on my email address and make sure you've got these important features in your article:

- Title of your article
- Author of article (so that the article will be credited to the author)
- [optional] any links to your homepage that has relevant content with the article

Note that readers of the article will be able to send comments regarding the content of the article.

Important: We will not tolerate any submitted material that is copyrighted!

## **Articles Index**

Article #	Article Title
1.	Sorting
2.	The Stack Data Structure
3.	Pointers
4.	Linked Lists
5.	Recursion
6.	Object Oriented Programming - Part 1