Header files

Loops/Expressions/Statements

* For
* Do/While
* While
* If
* Bool
* Switch/Case

Functions

* (Recursion)
* Strcmp
* Memcmp
* Fprintf
* Printf
* Scanf
* Stderr

Structs / Typedef

* Properties

Sort / Search algorithms

* Bubble sort
* Insertion sort
* Selection sort
* Merge sort
* Linear search
* Binary search
* Hashing / Hash tables

Algorithmic efficiency

* Order on N
* Omega of N
* Theta
* Log of N
* N
* N2

Call stacks

* Push & Pop (in API's)
* LIFO

Buffers

* Buffer overflow

Arrays

* Nul terminator for strings

Heap

* Malloc / Calloc / Realloc
* Arrays

Stack

* Variables

Bit Wise operators

* &
* |
* ^

Scope

NULL

Libraries/Definitions

* #include
* #define
* #ifndef
* #endif

Return

Main

Void

Operators

+ - / % < > sizeof ! -> \* & && == = | || .

#include "bmp.h"

, vs ;

Argc, argv[]

Hash & Salt

Reverse

Unsigned vs Signed

Pointers

* \* memory with pointer to specific datatype address
* & directions to actual data origin address
* Dereferencing (travel down arrow)
* Linked lists (nodes)
* Trie
* ->
* FILE \*'s

Fprintf(stderr,

Set functions

* Isupper
* islower
* Isalpha
* Free
* Fread
* Fputc/i
* Fgetc/i
* Fread
* Fwrite
* Fopen
* Fclose
* Strlen
* Strcmp
* Memcm
* Printf
* Fprintf
* Scanf
* Pow
* Round
* Abs

Descendants