**Variables**

* What is a variable?
  + An object that holds data that can be changed
* What is variable scope?
* Local vs Static vs Global
* What are variable types?
* What is a pointer?
  + What can a pointer point to?
* What is an array?
* What is a string?
* What is casting?

**Functions**

* What is a function prototype?
* How can you tell the return type of a function?
* How do you pass arguments to a function?
* What is a struct?

**Computer Architecture**

* What is a register?
* What are the x86 registers and what are they used for?
* What is meant by little endianness?

**Assembly language**

* What is assembly language?
* What are the sources for the values used in an assembly instruction?
* What happens when the call instruction executes?
* What is a function prologue?
* How are function arguments accessed?
* How are local variables accessed?

**Concepts of a running process**

* What sections is a program divided into?
* What kind of data is stored in each section?
* What is the stack and how does it work?
* What is a stack frame?
* How can you view the details of a stack frame in gdb?

**Misc**

* What is a file descriptor?
* What is a format parameter?