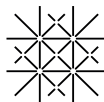


2⁴ Things I Learned in Computer Science

University of Basel, Department of Mathematics and Computer Science

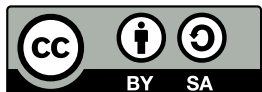
2⁴ Things I Learned in Computer Science

Department of Mathematics and Computer Science



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Author's Note

Studying Computer Science is like taking a deep dive into an endless ocean of ideas, concepts, and tools. It is easy to get lost in this wide landscape, even more so if it is not one's main field of expertise.

This is why Computer Science students of the University of Basel set out to identify the essential concepts and ideas they discovered during their studies. The intention was to go beyond the scope of traditional textbooks and also include the peculiarities that are not formally part of typical Computer Science curricula. Finally, the goal was to present the fruit of this work to people outside of our field. The project was organized in the form of a Master's level seminar, which had its first iteration during the spring semester 2019.

The result is **2⁴ Things I Learned in Computer Science**, a collection of short illustrated articles. It is available in the form of this booklet, and online on the companion website <https://tilics.dmi.unibas.ch>

We hope that you enjoy these info bytes,
and that you pass them on to your friends!

Seminar participants (fall semester 2024)

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List of Topics

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| 2 | This is a Draft article | 5 | This is a Draft article |
| 3 | This is a Draft article | 6 | |