

Princeton University  
 COS 217: Introduction to Programming Systems  
 Introductory Survey

<b>Name:</b>	
<b>E-Mail Address:</b>	
<b>Major:</b>	
<b>Degree Sought (A.B., B.S.E.):</b>	
<b>Academic Year:</b>	

Please indicate your level of expertise on these topics. Use a 5-point scale, where 5 means "I know this topic very well" and 0 means "I know nothing about this topic."

Expertise	Topic
	The Unix operating system, in general
	Fundamental commands ( <code>cd</code> , <code>ls</code> , <code>cat</code> , etc.)
	Redirection ( <code>&lt;</code> and <code>&gt;</code> ) and pipes ( <code> </code> )
	Background processes via <code>Ctrl-z</code>
	The GNU programming environment, in general
	The <code>emacs</code> editor
	The <code>gcc</code> preprocessor, assembler, compiler, and linker
	The <code>gdb</code> debugger
	The <code>make</code> project maintenance tool
	The <code>gprof</code> execution profiler
	The Java programming language
	The C++ programming language
	The C programming language, in general
	Control structures ( <code>if</code> , <code>switch</code> , <code>for</code> , <code>while</code> , <code>do</code> , <code>break</code> )
	Function calls
	Preprocessor directives ( <code>#include</code> , <code>#define</code> , etc.)
	Header ( <code>.h</code> ) files
	Arrays
	Pointer variables and operators ( <code>*</code> and <code>&amp;</code> )
	Structures
	Dynamic memory mgmt. ( <code>malloc</code> , <code>calloc</code> , <code>realloc</code> , <code>free</code> )
	Void pointers
	Function pointers
	Opaque pointers
	Abstract data types (ADTs)
	The binary, octal, and hexadecimal number systems
	Intel IA-32 architecture
	Intel IA-32 assembly language

Any comments? (Please use the back of this page.)