

Princeton University
 COS 217: Introduction to Programming Systems
 Introductory Survey

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

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><</code> and <code>></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>&</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.)