Changes to the schedule will be announced in class.

Languages

- **Forth**
  - Learn X in Y Minutes: Forth
  - Easy Forth
  - Starting Forth
  - jonesforth (assembly part)
  - jonesforth (forth part)
- **Standard ML slides**
  - Prolog slides part 1 (first look, rules, operators, lists)
  - Prolog slides part 2 (second look, unification, execution model, adventure game)
  - Prolog slides part 3 (cost models)
  - Prolog slides part 4 (third look, numeric computation, knapsack, 8-queens)
- **A half-hour to learn Rust**
- **Rust via its Core Values**
- **Language shootout size vs speed**

Assignments

See the Canvas listings for assignments and due dates. All homework is submitted using CodeGrinder unless otherwise noted.

Final project languages

In place of a final exam, each student will learn one additional language, write some code in that language, and present it to the rest of the class. Here are a few potential choices:
• Factor (Jacob, Dillon)
• Smalltalk (Logan, Hunter, Micah)
• Haskell (Kendall, Treydin, Soren)
• OCaml or F# (Will, Ammon)
• Clojure (Wyatt, Jessica)
• Common Lisp (Canon)
• Perl (Andrew, Kendra, Timothy)
• Erlang or Elixir (Diego, Jorge, Rory)
• J (Joshua)
• Tcl (Josh, Edwin)
• Silq (Jaedan, Adam)