## Resources

- **Syllabus**
- **Examples from class**
- Setting up `ssh` to connect to `cs3520.cs.dixie.edu` without typing a password:
  - Written instructions
  - Screencast demo (note, the written instructions are slightly simpler—open that page and follow along while you watch the screencast).

## 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)
- Lua 5.1 Reference Manual
- Learn X in Y minutes: Lua
- Lua: Passing a Language through the Eye of a Needle
- 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
- Smalltalk
- Haskell
- OCaml or F#
- Clojure
- Common Lisp
- Rust
- Perl
- Erlang or Elixir
- J
- Tcl