## 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)
- **Prolog slides part 1**
- **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