

- Makefiles

- know what a target is

- C programming

- "what does this program output"

- C++ programming

"write a program"

- C++ polymorphism: virtual functions

- C++ classes

- know what "the big three are"

- C++ iterators

- be able to reproduce our const_iterator

- know some of the iterator functions
(e.g., insert; know how it works)

- C++ templates

- Know how to "templetize" a class
- C++ STL: Know how to use a container class, e.g. `std::list`

for asg 8 if you have trouble implementing your own templatized `list_t` (with iterators) use the STL `list` (at a reduced grade)