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)