## 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)

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- **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)