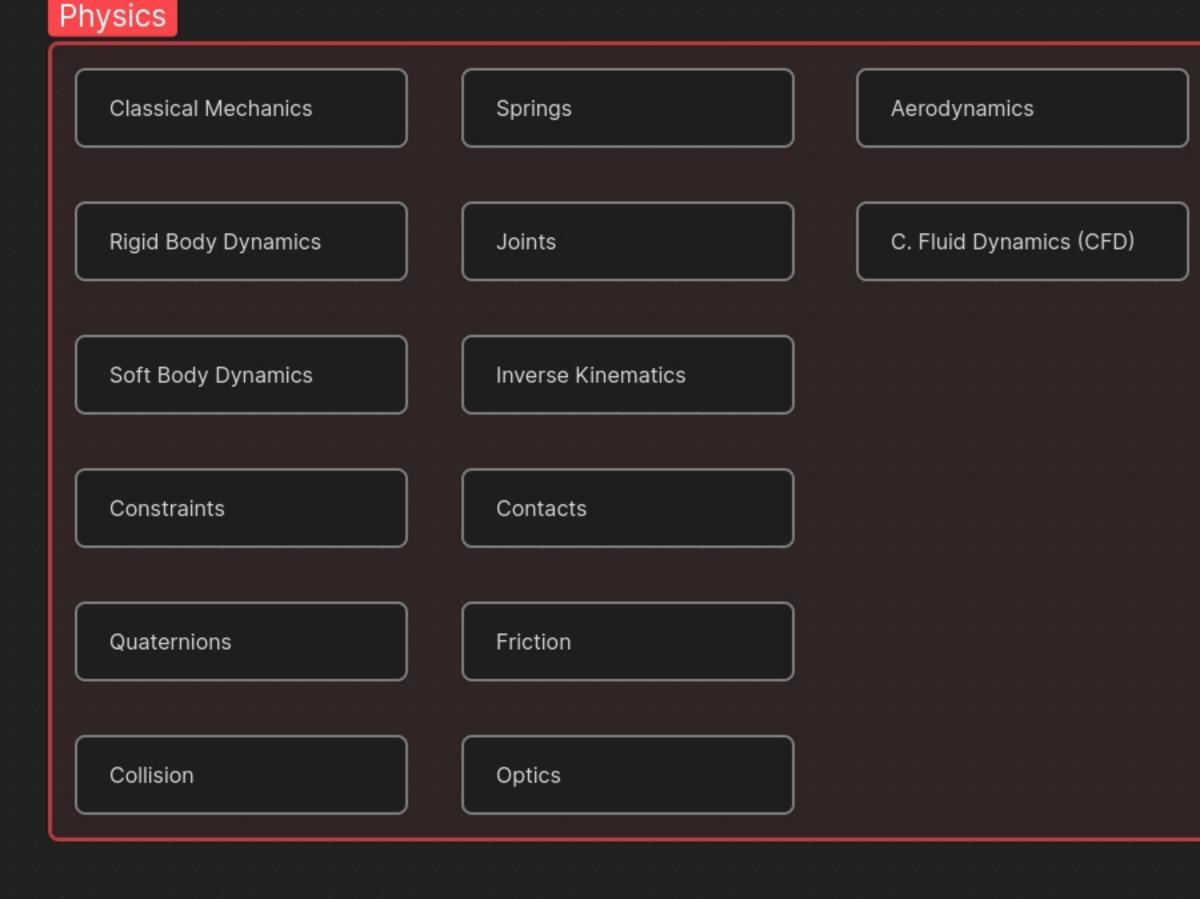
## Requirement



# Computer Science

Data Structures	Memory (Detailed)	Hashing
Algorithms	CPU (Detailed)	OS (Detailed)
Time Complexity	GPU (Detailed)	
Optimization	Synchronization	
Automata Theory	Buffer	
Type Theory	Caching	
Programming Paradigms	Registers	
Abstraction	Execution Order	
Layer	Data Analysis	

Operator & Operations

Projection

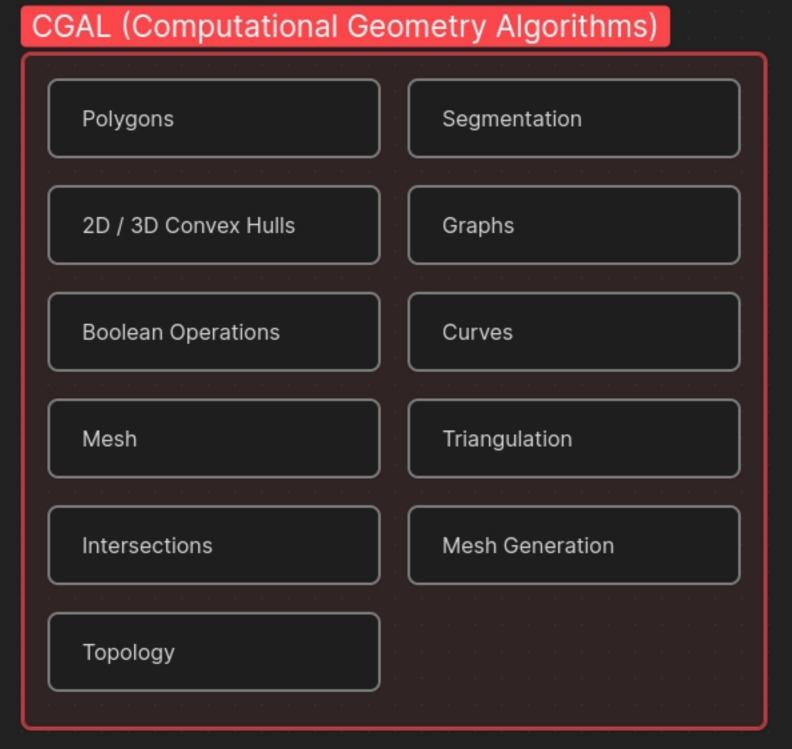
Subspaces

Products

Linear Independence

Linear Transformations

Nullability & Kernel



Linear Algebra

Vector

Matrix

Tensor

Determinants

Eigen Values

Eigen Vectors

Rank Approximation

Dimension

Spans

Vector Spaces

Linear Systems

Linear Maps

Polynomial Factorization

_ '

Calculus

Differentiation

Linear Equations

Seperable Equations

Vector Differentiation

Curl

Divergence

Gradient

### Fundamental

Trigonometry

Integration

Differential

Partial Differential

Line Integral

Source Control Management ( with 'git' )	
<u> </u>	
Build System ( Makefile )	
<u> </u>	
Build System ( CMake )	
Memory Profiler	
Debugger	
GPU Profiler	
LaTeX & Documentation Guide	

— Require —

Surface Integral

Volume Integral

Laplace Transform

Theorems & Methods

Standards	Programming Paradigm	Parameter Pass	Ivalue & rvalue	RAII	STL	Mangling
Compilation Pipeline	Operators	Variadic Parameter	Program Termination	ООР	Optimization	Attributes
Statements	Type Conversion	Array	Definitions	Anonymous Types	Interfaces	Async Programming
Declaration	Expressions	Union	Casting	Anonymous Functions	Messages	Coroutines
Initialization	Loop	Enum	RTTI	Lambda Expr	Events	Thread
Data Types (built-in)	Control Flow	Lexical Conventions	Overloading	Design Patterns	Limitations	Worker
Modifiers	Function	Literals	Overriding	Templates	Buffers	Job
Keywords	Parameters	Type System	Struct	Exception Handling	Cache	Mutex
Variables	Reference	Scope	Class	Behaviours	Stack	Scheduler
Data Representation	Pointer	Linkage	Accessibility	Modules	Неар	Cross Platform Dev.

Physics Engine				
Graphics Engine				
More Component				