Topics Covered:

- Basic concepts and definitions: Chapter 1
- Lists and other easy stuff
- Iterators
- Other Linear Structures: Stacks, queues, etc.
- Secondary Storage
- Buffer Pools

Concepts to be familiar with:

- You will want to understand how all of these data structure (ds) work.
- You will want to know when a ds is a good choice and when it is a bad choice.
- You will want to know some basic implementation issues, ideas, e.g. copy constructors, destructors, etc.
- You will want to know the reason for using a particular ds, e.g. a buffer pool
- You will want to know how to perform some of the mechanical tasks like figuring seek times or how long it would take to read a block of data.
- You will want to know best case scenarios and worst case scenarios for a ds, e.g. what pathological will hose a buffer pool replacement strategy.