

Docker File	
<b>FROM</b>	Create a new build stage from a base image.
<b>RUN</b>	Execute build commands.
<b>COPY</b>	Copy files and directories.
<b>COPY</b>	Specify default commands.

MySQL	
<b>SELECT</b>	Extracts data from database
<b>UPDATE</b>	Updates data in a database
<b>DELETE</b>	deletes data from a database
<b>INSERT INTO</b>	inserts new data into a database
<b>CREATE DATABASE</b>	Creates a new database
<b>ALTER DATABASE</b>	Modifies a database
<b>CREATE TABLE</b>	Creates a new Table
<i>*DROP TABLE</i>	Deletes a table
<b>CREATE INDEX</b>	Creates a search key
<b>DROP INDEX</b>	Deletes search key
<b>ORDER BY</b>	List by a certain column, DESC or ASC, etc.
<b>DISTINCT</b>	Filter only unique inputs
<b>WHERE</b>	Filter function (SELECT * FROM Customers WHERE Country='Mexico')

HTTP	
<b>GET</b>	Fetch the resource from web
<b>PUT</b>	Update the resource
<b>POST</b>	Create a resource to send to web
<b>DELETE</b>	Delete resource from web

Memory Resources	
<b>Caching</b>	CPU Registers, L1, L2, L3, RAM, SSD/HDD, Cloud
<b>FIFO</b>	First In First Out, Evict Oldest Entry
<b>LRU</b>	Least Recently Used, Evict the entry that has been used longest ago. Move hits to front
<b>Transposing</b>	Column by Column, faster than row by row for long arrays.
<b>FS(File System)</b>	Caches data in the RAM. Uses memory and avoids storage reads.
<b>Stale Data</b>	Old files are deleted from the cache. SSD is large, so freshness more important than space there.
<b>PyArrow</b>	Cache Friendly table layout. Saves time when handling large datasets by turning each value into Pyarrow Types.

Compute Resources	
<b>Locks</b>	Making a code execute on only one thread. Avoids discrepancies from other threads changing vals.
<b>Thread-ing.lock()</b>	class threading.Lock The class implementing primitive lock objects. Once a thread has acquired a lock, subsequent attempts to acquire it block, until it is released; any thread may release it. Changed in version 3.13: Lock is now a class. In earlier Pythons, Lock was a factory function which returned an instance of the underlying private lock type.
<b>lock.acquire()</b>	Acquire a lock, blocking or non-blocking. Locks code under lock to one thread.
<b>lock.release()</b>	Release a lock. This can be called from any thread, not only the thread which has acquired the lock.
<b>GIL</b>	Global Interpreter Lock.

