CS 538
Introducton to the Theory and Design of Programming Languages
Charles N. Fischer

Spring 2006

http://www.cs.wisc.edu/~fischer/cs538.html

Class Meets
Mondays, Wednesdays & Fridays, 1:20 — 2:10
1325 Computer Sciences

Instructor
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Office Hours: 10:30 - Noon, Tuesdays & Thursdays, or by appointment

Key Dates
- February 22: Homework #1 (tentative)
- March 8: Midterm Exam (tentative)
- March 22: Programming Assignment #1 - Scheme (tentative)
- April 14: Programming Assignment #2 - Standard ML (tentative)
- April 28: Programming Assignment #3 - Prolog (tentative)
- May 5: Programming Assignment #4 - Java, C#, Pizza and Python (optional)
- May 12: Final Exam 7:45am-9:45am

Class Text
- Required text:

- Suggested supplemental Class Text:

- Handouts and Web-based reading will also be used.
Reading Assignment

- Roosta: Chapters 1-3 (as background)
- Webber: Chapters 1, 10, 18 (as background)

Class Notes

- Each lecture will be made available prior to, and after, that lecture on the class Web page (under the “Lecture Nodes” link).

Instructional Computers

Departmental Linux Machines (royal1-royal30, emperor01-emperor40) have been assigned to CS 538. All necessary compiler, interpreters and tools will be loaded onto these machines.

You may also use your own PC or workstation. It will be your responsibility to load needed software (instructions on where to find needed software are included on the class web page).

The Systems Lab teaches brief tutorials on Linux if you are unfamiliar with that OS.

Academic Misconduct Policy

- You must do your own assignments — NO copying or sharing of solutions.
- You may discuss general concepts and ideas.
- All cases of misconduct must be reported to the Dean's office.
- Penalties may be severe.

Program & Homework Late Policy

- An assignment may be handed in up to 7 days late, but no later.
- Each day late will be debited 4%, up to a maximum of 28%.
- All students are given 10 “free” late days. That is, the first 40% in late debits will be automatically forgiven.
- Your 10 free late days may be used at any time, and in any combination.
Approximate Grade Weights

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Weight</th>
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<tbody>
<tr>
<td>Homework 1</td>
<td>10%</td>
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<tr>
<td>Program 1 - Scheme</td>
<td>16%</td>
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<td>Program 2 - ML</td>
<td>16%</td>
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<td>Program 3 - Prolog</td>
<td>12%</td>
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<tr>
<td>Program 4 - Java, C#, Pizza and Python (optional)</td>
<td>10%</td>
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<tr>
<td>Midterm Exam</td>
<td>23%</td>
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<tr>
<td>Final Exam (non-cumulative)</td>
<td>23%</td>
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Programming Languages to be Considered in Detail

1. Scheme
   - A modern variant of Lisp.
   - A Functional Language: Functions are "first class" data values.
   - Dynamically Typed: A variable's type may change during execution; no type declarations are needed.
   - All memory allocation and deallocation is automatic.
   - Primary data structures, lists and numbers, are unlimited in size and may grow without bound.
   - Continuations provide a novel way to suspend and "re-execute" computations.

2. ML ("Meta Language")
   - Strong, compile-time type checking.
   - Types are determined by inference rather than declaration.
   - Naturally polymorphic (one function declaration can be used with many different types).
   - Pattern-directed programming (you define patterns that are automatically matched during a call).
   - Typed exceptions are provided.
   - Abstract data types, with constructors, are included.

3. Prolog (Programming in Logic)
   - Programs are Facts and Rules.
   - Programmers are concerned with definition, not execution.
   - Execution order is automatically determined.

4. Pizza
   - Extends a popular Object-oriented language, Java, to include
     - Parametric polymorphism (similar to C++'s templates).
     - First-class functional objects.
     - Algebraic data types, including patterns.
5. C#

Microsoft’s answer to Java. In most ways it is very similar to Java, with some C++ concepts reintroduced and some useful additions.

- Events and delegates are included to handle asynchronous actions (like keyboard or mouse actions).
- Properties allow user-defined read and write actions for fields.
- Indexers allow objects other than arrays to be indexed.
- Collection classes may be directly enumerated:
  ```csharp
  foreach (int i in array) ...
  ```
- Structs and classes co-exist and may be inter-converted (boxed and unboxed).

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6. Java 1.5 (Tiger Java)

Extends current definition of Java to include:

- Parametric polymorphism (collection types may be parameterized).
- Enhanced loop iterators.
- Automatic boxing and unboxing of wrapper classes.
- Typesafe enumerations.
- Static imports (```System.out.println``` rather than ```out.println```).
- Variable argument methods.
- Formatted output using printf:
  ```java
  out.printf("Ans = %3d",a+b);
  ```

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7. Python

A simple, efficient scripting language that quickly builds new programs out of existing applications and libraries.

It cleanly includes objects.

It scales nicely into larger applications.