Comp 411
Principles of Programming Languages
Lecture 1
Course Overview and Culture

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Course Facts

See web page www.cs.rice.edu/~javaplt/411

Sign up for the 411 mailing list

   comp411-l@mailman.rice.edu

Participate in the course mailing list (newsgroup)

What is Comp 411?

- The course formerly called Comp 311

- Anatomy (Syntax) and Physiology (Semantics) of Programming Languages
  - What is the anatomy of a programming language
    - Parsing and abstract syntax
    - Lexical nesting and the scope of variables
  - What are the conceptual building blocks of programming languages? (common anatomical structures and their functions)
  - Use high-level interpreters to define meaning of languages (expression evaluators)

What is Comp 411, cont.

- Using anatomy to prevent bugs
  - Type systems
  - Type checking
  - Type inference (reconstruction)
- Mechanisms for language extension
  - Syntax extension (macros)
  - Reflection
  - Custom class loaders
- Sketch how the interpretation process can actually be efficiently implemented by machine instructions
  - CPS transformation
  - Garbage Collection

Subtext of Comp 411

- Teach good software engineering practice.
- You have to write lots of lines of conceptually challenging lines of code in this course. With good software engineering practices, the workload is reasonable.
- With poor software engineering practices, the workload is unreasonable.
- The assignments in this course leverage abstractions that are not explicit in Java but are explicit in the taxonomy of language constructs that we will consider. In Java, these abstractions are implemented using "design patterns". In newer languages like Scala, they are built into the language.

Good Software Engineering Practice

- Test-driven design
  - Unit tests for each non-trivial method written before any method code is written
  - Unit tests are a permanent part of the code base
- Pair programming
- Continual integration
- Continual refactoring to avoid code duplication
- Conscientious documentation (contracts)
- Avoiding mutation unless there is a compelling reason

Why Study Programming Languages?

- Programmers must master the programming languages of importance within the domains in which they are working.

- New languages are continually being developed. Who knows what languages may be involved in computing 25 years from now?

- Many software applications involve defining and implementing a programming language.

- A deep knowledge of programming languages expands the range of possible solutions available to a software developer. A program design may involve extending the designated implementation language either explicitly (macros, new/revised translators & custom class loaders) or implicitly (new libraries, hand-translation)

- Some implementation languages are extensible through macros, reflection, or customizable class loaders.

Course Culture

- Approximately 8 programming assignments

7 required

1-2 extra credit

- Assignments must be done in either Generic Java (Java 6.0). We encourage you to use DrJava. Both JUnit and javadoc are built-in to DrJava and it fully compatible with command line compilation, execution, and testing (using for example ant scripts).

- Late assignments not accepted, but …
  - Every student has 7 slip days to use as he/she sees fit.
  - Saving as many as possible until late in the term is advantageous.

Course Culture, cont.

- Assignments are cumulative.

- Class solutions are provided for the first three assignments within three days after they are due.

- After the third assignment, you are on your own. Extensive unit testing is important because you can reuse previous unit tests on subsequent assignments with no change in most cases.

Course Culture, cont.

- My teaching style
  - Encourage you to develop a passion for the subject and personally digest and master the material.
  - Make the course accessible to students who don't aspire to become language researchers (avoid repeating my experience in complex analysis with Andy Gleason)
  - Weaknesses:
    - Tendency to digress
    - Explain concepts at too abstract a level without sufficient examples