CPSC-354 Report

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Abstract

Short introduction to your report . . .

Contents

1   Introduction

Replace Section 1 with your own short introduction.

1.1   General Remarks

First you need to download and install LaTeX.[1] Alternatively, you can use an online editor such as Overleaf. I prefer to have my own installation, but to get started Overleaf may be easier.

LaTeX is a markup language (as is, for example, HTML). The source code is in a `.tex` file and needs to be compiled for viewing, usually to `.pdf`.

If you want to change the default layout, you need to type commands. For example, `\medskip` inserts a medium vertical space and `\noindent` starts a paragraph without indentation.

Mathematics is typeset between double dollars, for example

$$x + y = y + x.$$

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[1]Links are typeset in blue, but you can change the layout and color of the links if you locate the `hypersetup` command.

1.2 LaTeX Resources

I start a new subsection, so that you can see how it appears in the table of contents.

- This is how you itemize in LaTeX.

- I think a good way to learn LaTeX is by starting from this template file and build it up step by step. Often stackoverflow will answer your questions. But here are a few resources:

  1. Learn LaTeX in 30 minutes
  2. LaTeX – A document preparation system

1.3 Plagiarism

To avoid plagiarism, make sure that in addition to [PL] you also cite all the external sources you use.

2 Haskell

This section will contain your own introduction to Haskell.

To typeset Haskell there are several possibilities. For the example below I took the LaTeX code from stackoverflow and the Haskell code from my tutorial.

```
-- run the transition function on a word and a state
run :: (State -> Char -> State) -> State -> [Char] -> State
run delta q [] = q
run delta q (c:cs) = run delta (delta q c) cs
```

This works well for short snippets of code. For entire programs, it is better to have external links to, for example, Github or Replit (click on the "Run" button and/or the "Code" tab).

3 Programming Languages Theory

In this section you will show what you learned about the theory of programming languages.

4 Project

In this section you will describe a short project. It can either be in Haskell or of a theoretical nature,

5 Conclusions

Short conclusion.

References

[PL] Programming Languages 2021, Chapman University, 2021.