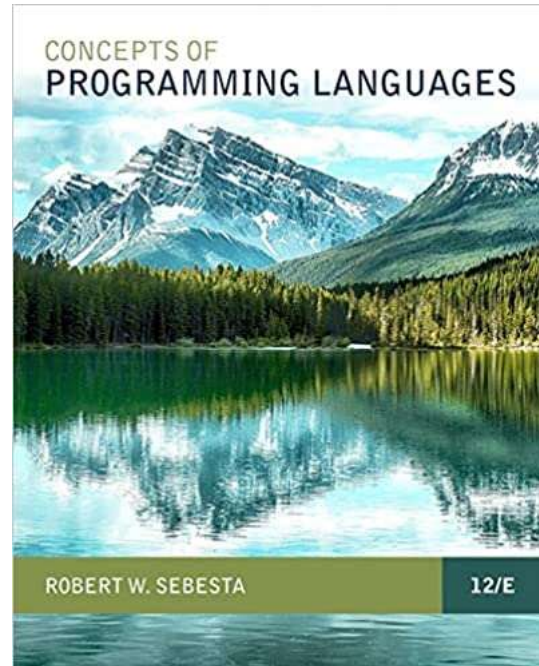


Welcome to CS4080



Concepts of Programming Languages

Spring 2025

- Canvas supported teaching
- Group based discussions

Introduction to CS4080

- Concepts of Programming Languages
 - *Focus: study and evaluate the features of programming languages*
 - *Breadth, not depth;*
 - *Encourages critical thinking and innovative design*
- Things you'll be learning:
 - The Art of **Language Design**
 - Principles and trade-offs behind the language design and **features**
 - **Compare and contrast** programming languages and language features

Why Study (Concepts of) PLs?

- The study of programming languages is valuable for a number of reasons:
 - Increase our capacity to use different constructs
 - Enable us to choose languages more intelligently
 - Make learning new languages easier
 - Train our ability to design new programming languages (though such opportunities are rare for our graduates)

How many programming languages do you need to know?

- The more the better ...
- Requirements:
 - Java (a deep understanding of language feature)
 - C++ (not enforced but hope most of you having a basic understanding of syntax and features)
 - Pseudo code
 - Be able to understand pseudo codes, compare and analyze features of various languages
- Learning new languages
 - Group assignments
 - Capstone project
- Focus: Language “features”

Active Learning Strategies

- Lectures

- Fundamental features of programming languages
- Java and C++ (plus some Python) as examples

- Group Activities

- How these features reflected in contemporary languages
 - e.g. Python, Ruby, Swift, Dart, ...,

Students' Responsibilities

- **Student-Content Interactions (S|C)**
 - Read textbook, lecture notes, references (e.g. online language reference manuals)
- **Student-Instructor Interactions (S|I)**
 - Participate in Lecture discussions (questions, polls, ...)
 - Canvas discussions, emails, office hours, ...
 - Not for credit, but strongly encouraged
- **Student-Student Interactions (S|S)**
 - Actively participate in group activities
 - Group assignments will be shared during class meetings
 - Every member of a group should participate in sharing

Course Information

- Canvas
 - Syllabus, Course Schedule
 - Lecture Slides, Assignments, Exams
 - Announcements, Questions and Discussions
- Group Activities
 - Active learning
- Textbook requirement
 - Any format (paper, ebook, ...)
 - 12th edition preferred, 11th edition may also work

Group Activities

- Join a group at **week 1**
 - Ideally **4** members per group
 - Groups already created on Canvas -> People
 - The language name is the group name
 - Each language will have A and B two groups
 - Choose a group with the language new to you, and you'd like to learn it
- Group can be adjusted for capstone project
 - Change of group afterwards will incur a penalty
- Weekly group activities
 - For each group assignment, work together
 - Any collaboration platform, e.g. Discord
 - Share during lectures
 - Requirements will be specified in activity assignments.

Quizzes and Exams

- Quizzes
 - Recap of reading assignments
 - Time allocated during class meeting
 - However, allowed to complete by the end of the day
- Exams
 - Must be taken in the classroom
 - Sign in required

“Informal” Absence Policy

- No roll calls for lecture meetings
 - If you miss, make up by yourself by reading textbook/slides
 - No complain to others if not catching something important
- Group Activities
 - Attendance mandatory for group presentations
 - Everyone needs to attend
 - See Activity 1 for details
- Exams
 - Must take in the classroom, except
 - (approved) Individual absences will be referred to CPP test center or DRC
 - Possible to have the whole class taking the test on Canvas on the test day

Excused Absences

- Excused absence must be approved by the instructor
 - Case by case consideration
 - Consideration given to serious health reasons, family emergencies
 - Supporting documentation required
 - e.g. doctor's note (official document, not personal statement)
 - With prior arrangement or immediate notification
 - But you don't have to message me while driving ...
- Must request test makeup and/or due date extensions prior to test time or assignment due time
 - Email instructor for special arrangements
- Should consider withdrawal or I-grade (incomplete) for extended absence

Programming Projects

- Mini programming projects
 - Individual
 - Integrated in homework assignments
 - Feature-based: compare and contrast different implementations of the same feature
 - E.g. performance of different types of arrays
 - E.g. performance of static and dynamic binding in OOPs
- Capstone project
 - Team
 - Exploring new languages
 - Implementing practical use cases (i.e. applications)

Use of AI Tools for Class Works

- Updated Syllabus
- Not allowed in general
 - Generative artificial intelligence (gAI) tools such as ChatGPT, DALL-E, Grammarly, etc.
- Special cases
 - Team project etc. if the topic related to such tool(s)
 - must be appropriately acknowledged and cited.
- Penalty for unauthorized use of AI tools
 - May result in a failing grade for the assignment, with more severe penalties possible in consultation with Student Conduct.
- Any questions about it
 - You are encouraged to talk to me

Key to a good grade

1. Read the textbook.
2. Attend the lecture regularly and actively participate in group based activities.
3. Complete all the assignments on time.
4. Establish your own thinking/judgement towards the design features
e.g. use your own words in analyzing/describing homework or test problems.

Your hard work will lead you towards success!

If you spot any errors in lectures,
assignments, etc. please drop me a message.

Appreciate it!

Let's explore



Syllabus – read it completely!

Lecture Schedule

Any change will be updated on Canvas

Course Content

[Canvas Home](#) ⇔ [Syllabus](#)

Summary

Learning Objectives

- After Lecture 0, you should be able to:
 - Tell course requirements
 - Navigate course materials on Canvas
 - Accept rules and remarks spelled out in the syllabus