Types

Principles of Programming Languages

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1 Preamble

1.1 **TODO** Notable references

:TODO:

1.2 **TODO** Table of contents

2 Introduction

This section introduces the concepts of *types*, a particularly useful language safety feature.

Common simple types and methods of building new types are discussed, as well as some more advanced topics.

3 Atomic types

:TODO:

4 Sequences

:TODO:

5 Algebraic types

:TODO:

6 References

:TODO:

7 Advanced type systems

:TODO:

8 Further advanced topics

Depending upon time at the end of the course, we may return to discuss more about types.