

# Introduction

Prof. Joseph Eremondi

CS 350

# Programming Languages

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- What are they made of?

# Programming Languages

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- What are they made of?
- How do they work?

# Interpreters

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- How to make a programming language

# Interpreters

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- How to make a programming language
- Parts of an interpreter

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- How to make a programming language
- Parts of an interpreter
  - Parsing

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- How to make a programming language
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- How to make a programming language
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  - Typechecking



# Interpreters

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- How to make a programming language
- Parts of an interpreter
  - Parsing
  - Desugaring
  - Typechecking
  - Evaluation

# What is Racket?

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- LISP-like language

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- LISP-like language
  - parentheses

# What is Racket?

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- LISP-like language
  - parentheses
- A language for writing programming languages

# **Will I Ever Use Racket in Industry?**

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# Will I Ever Use Racket in Industry?

---

No

# Will I Ever Use Racket in Industry?

---

No

(probably)

# Future Proofing

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- Don't know what you'll use in industry in 10 years



# Future Proofing

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- Don't know what you'll use in industry in 10 years
  - If you know how languages work, you can learn *any* language quickly

# Future Proofing

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- Don't know what you'll use in industry in 10 years
  - If you know how languages work, you can learn *any* language quickly
  - Racket is effective for learning how languages work

# Future Proofing

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## Objective C vs Swift



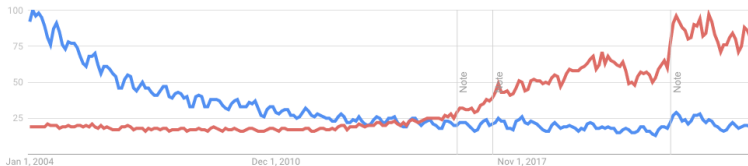
# Future Proofing

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## Objective C vs Swift



## C++ vs Python



# Syntax Vs Semantics

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- Semantics

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- Semantics
  - What a program *means*

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- Course goal: Learning to see past syntax and understand a program as its semantics

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  - Expressions, not statements
  - Recursion, not loops
  - Parentheses + functions, not operators
- Changes how you think about programs

## Seeing Past Syntax

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By the end of the course, you should be able to look at these programs and intuitively know that they're doing the same thing:

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int pow (int x, int y){  
    int ret = 1;  
    for (int i = 0; i < y; i++){  
        ret *= x;  
    }  
    return ret;  
}
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    return ret;  
}
```

```
(define (pow x y)  
  (if  
    (<= y 0)  
    1  
    (* x (pow x (- y 1)))))
```

# Why Functional Programming

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- Sum types

# Why Functional Programming

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  - Perfect for modelling syntax

# Why Functional Programming

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- Sum types
  - Perfect for modelling syntax
  - Missing/hard in most imperative languages

# Functional Programming in Practice

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- Anonymous functions

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  - Python, Ruby, JS, PHP, Swift, Go, Rust, etc.

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# Functional Programming in Practice

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  - C

# Is this a hard course?

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## Why this course is easy

- It's just a bunch of tree traversals