

Guzdial

Rose



*Squeak*

Open Personal Computing  
and Multimedia

DVBIG

THE SCHEME PROGRAMMING LANGUAGE ANSI SCHEME

SECOND EDITION



Nelson

Systems Programming with Modula-3

SECOND EDITION



Lear

Lutz &amp; Ascher



Ion



Prog

Wall,  
Christiansen  
& Orwant

Perl



Mi

ULLMAN

ELEMENT



The Little  
Litter



The Java™  
Second Edi



The  
Refer

Apple  
PRESS

THE C++



STROUSTRUP

KERNIGHAN • RITCHIE

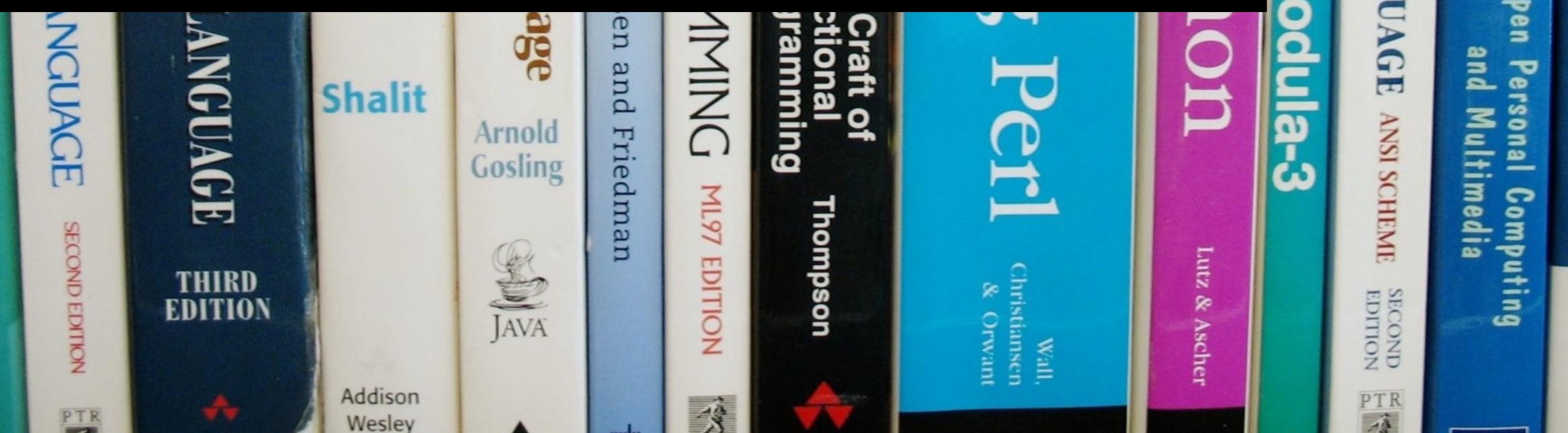
THE C

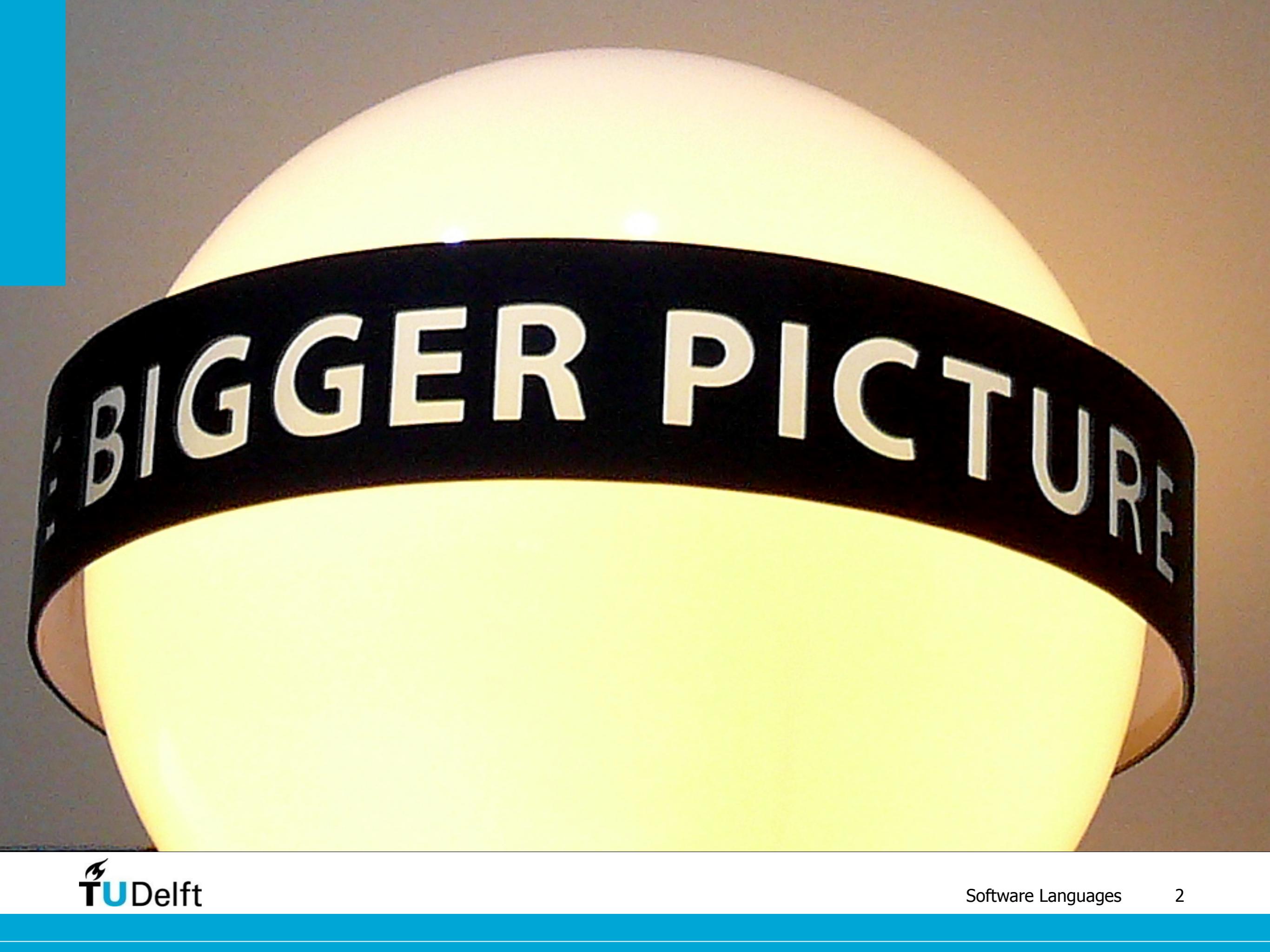
Construction  
Structures with  
**Adda 95**

# Software Languages

## language - languages - software

Guido Wachsmuth, Eelco Visser





BIGGER PICTURE

**language**

definition

properties

study

**languages**

natural

controlled

artificial

software

**language software**

language processors

compilers

compiler construction

# language

## definition

Language is the source of misunderstandings.

Antoine de Saint-Exupéry: Le Petit Prince.



**Language is**  
a purely human and non-instinctive method  
of communicating ideas, emotions, and desires  
by means  
of a system of voluntarily produced symbols.

Edward Sapir: Language. An Introduction to the Study of Speech.

Language is  
a method  
of communicating  
by means  
of symbols.

Edward Sapir: Language. An Introduction to the Study of Speech.

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Edward Sapir: Language. An Introduction to the Study of Speech.

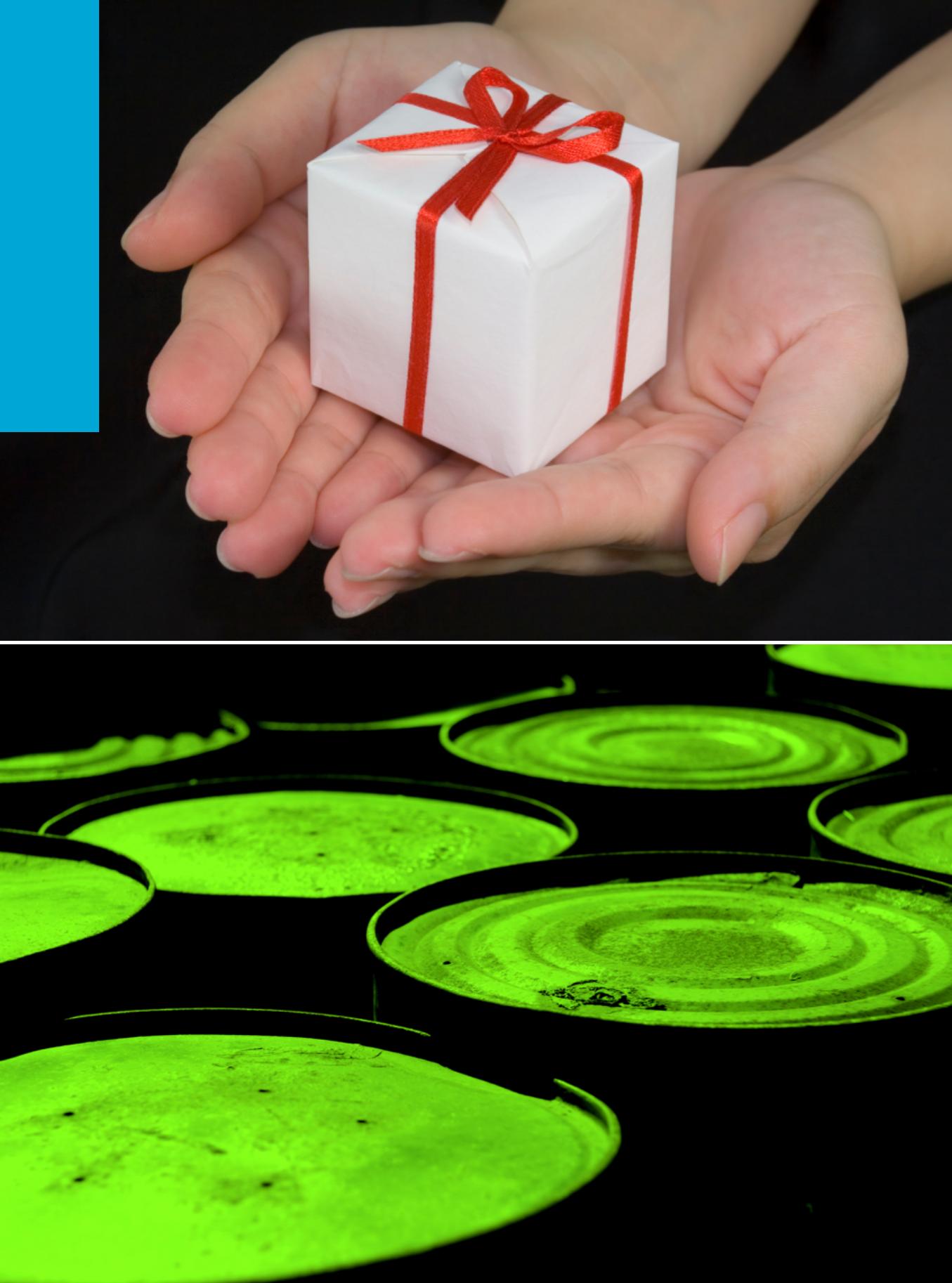
# language properties



non-instinctive

# symbolic





arbitrary

Programmes de 1890. — Classe de Cinquième.

RIEMANN & GOELZER

LA DEUXIÈME ANNÉE  
DE LATIN

Théorie 250 pages.

227 Exercices 100 pages.

Lexiques

24 pages blanches pour notes et 4 cartes

Troisième édition.



Armand COLIN & Cie

ÉDITEURS

des classiques latins (COLLECTION CARTAULT) et  
des classiques grecs (COLLECTION ALE. CROISSET).

RAOUL PESSENEAUX. Chrestomathie, Exercices grecs (classe de 5<sup>e</sup>).  
1 volume in-18 jésus, relié toile..... 2 25

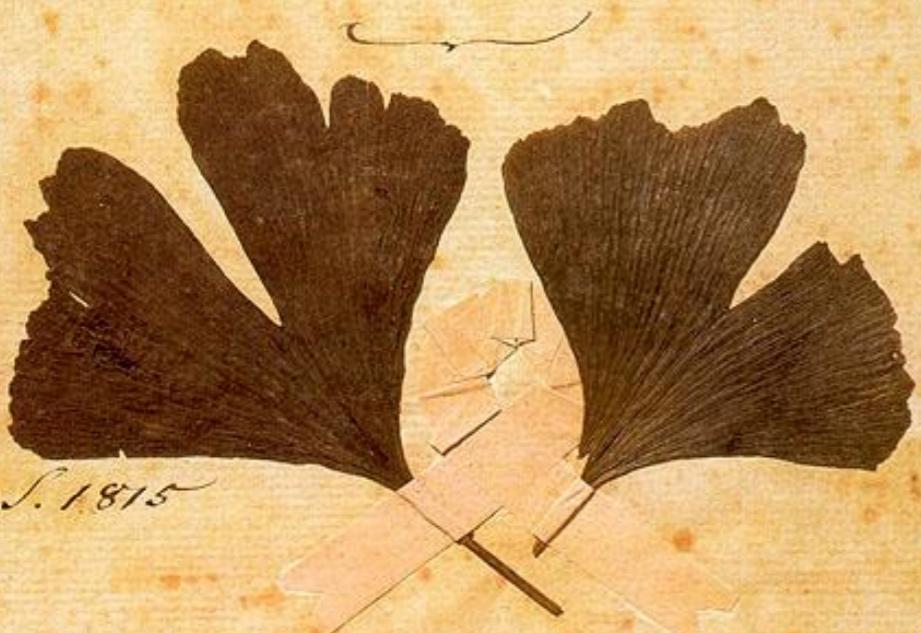
systematic

*Ginkgo biloba.*

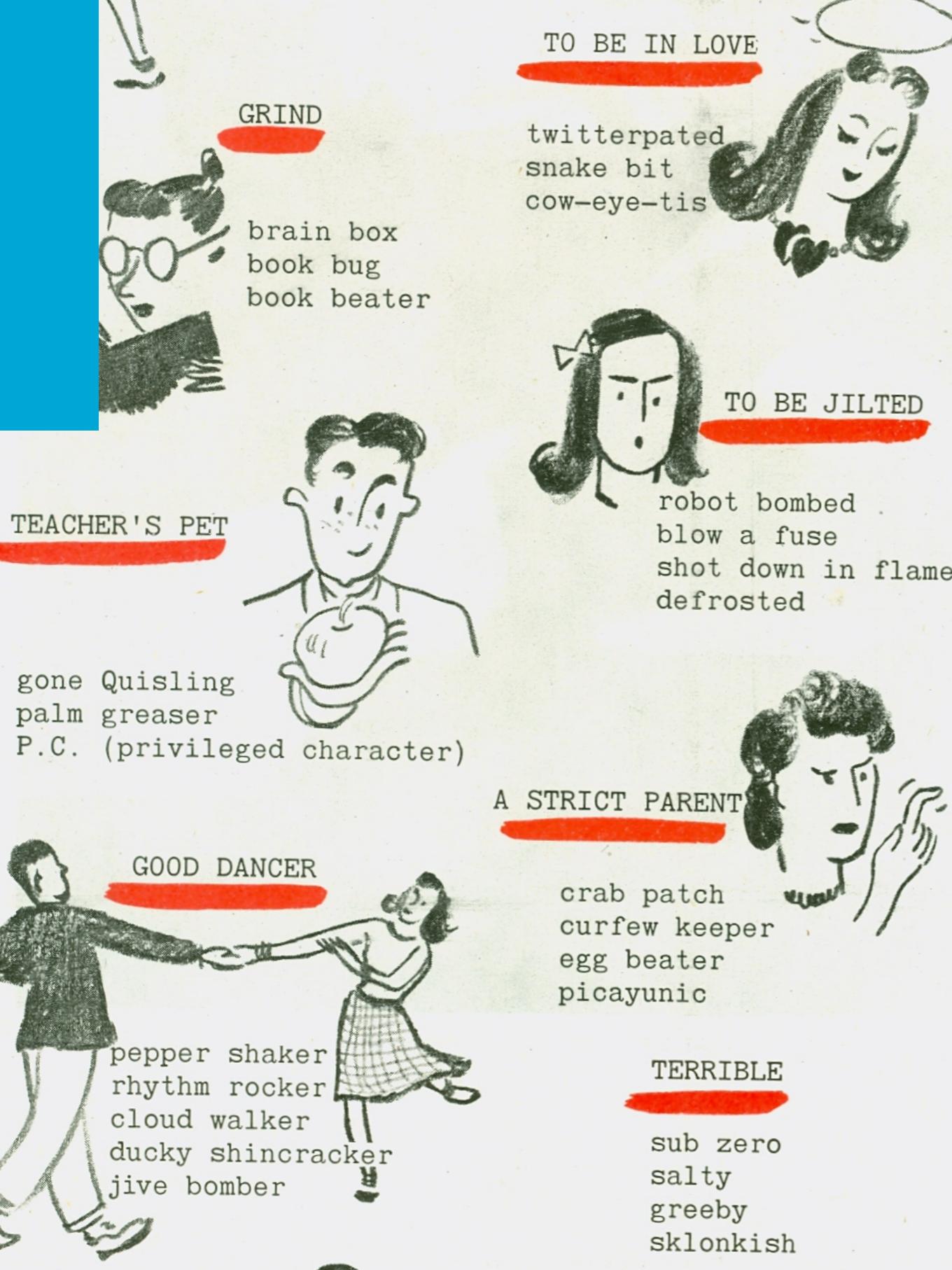
Dieses Baums Blatt, der von Osten  
Meinem Garten anvertraut,  
Giebt geheinen Sinn zu marken  
Wie's den Wissenden erbaut.

Ist es ein lebendig Wesen,  
Das sich in sich selbst getrennt,  
Sind es zwey die sich erlesen,  
Dass man sie als Eines gennet.

Solche Frage zu erwiedern  
Fand ich wohl den rechtesten Sinn,  
Fühlst du nicht an meinen Sidern  
Dass ich Eins und doppelt bin.



productive



# conventional

modifiable



# language study

meta language facility

# THE SAURIN

# Philosophy

## Linguistics

lexicology

grammar

morphology

syntax

phonology

semantics

## Interdisciplinary

applied linguistics

computational linguistics

historical linguistics

neurolinguistics

psycholinguistics

sociolinguistics

# natural languages



7106 known living languages - 6.3 billion speakers

Ethnologue - Languages of the World.

A historical painting depicting a naval battle or skirmish on the high seas. In the foreground, a large three-masted sailing ship with its sails partially unfurled is engaged in combat, its hull visible and smoke rising from its funnels. To its right, another large ship is partially obscured by smoke. The middle ground shows a dense fleet of ships, some with their sails up and others appearing to be under fire. The background is filled with a vast, cloudy sky.

A language is a dialect with a navy and an army.

Max Weinreich: YVO Bletter 25(1).

# controlled languages

# meta language facility

THE SAURIN

BOOK VI.

THE ASHTÁDHYÁYÍ OF PÁNINI. (1)

TRANSLATED INTO ENGLISH

BY

SRISA CHANDRA VASU, B. A.,

*Provincial Civil Service, N. W. P.*

VOL. II (2)

BENARES:

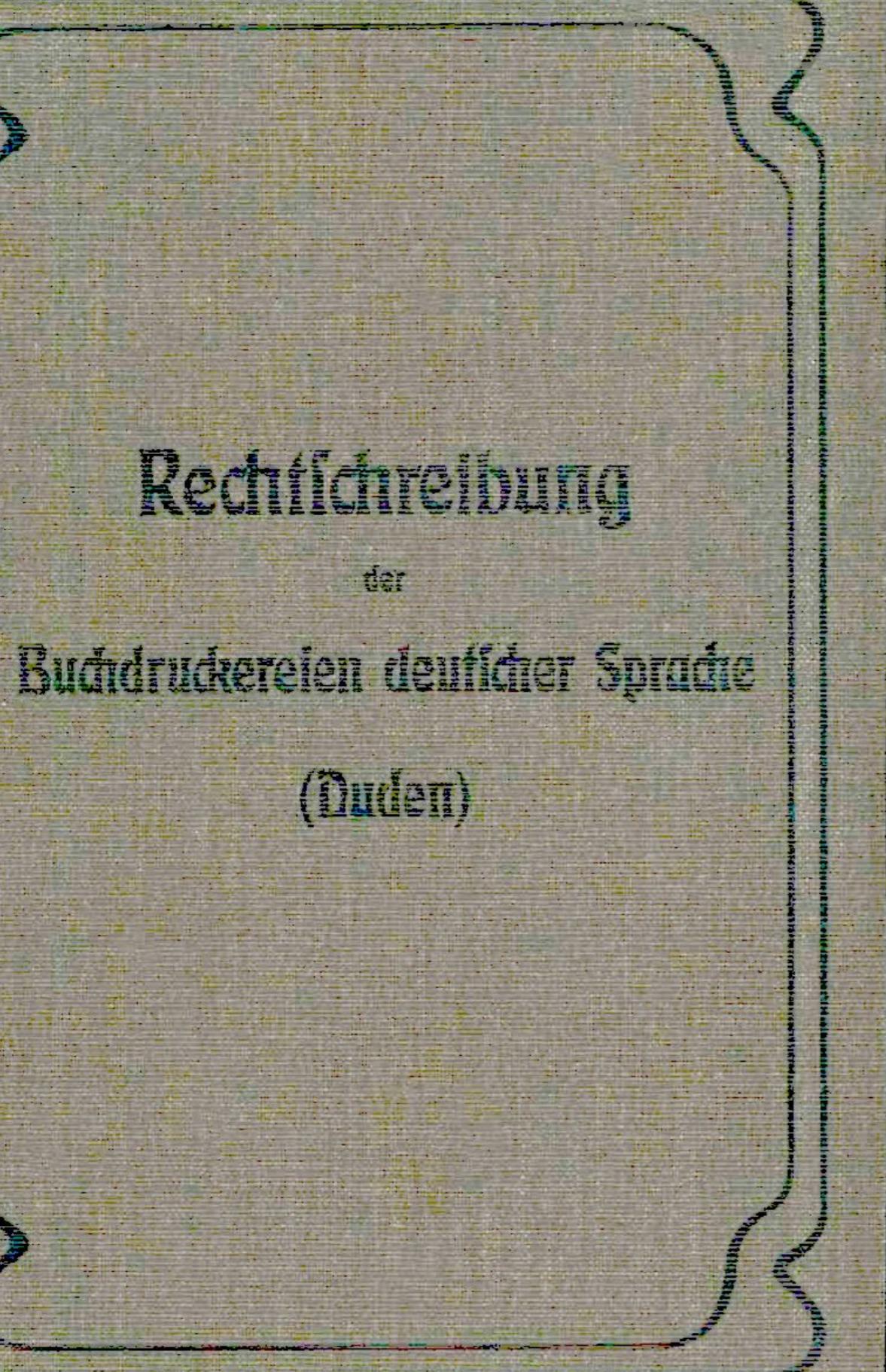
PUBLISHED BY SINDHU CHARAN BOSE,

*at the Panini Office,*

1897.



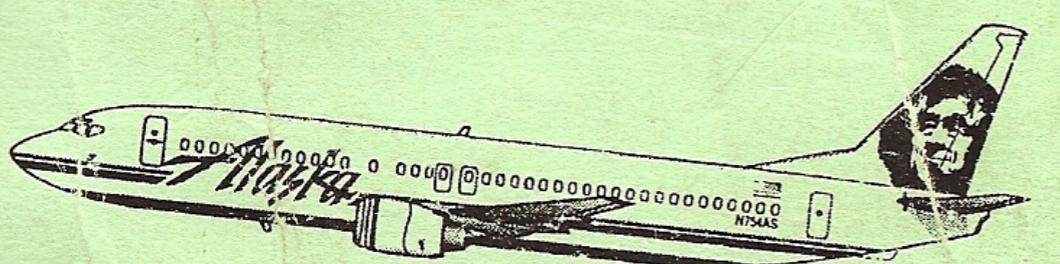
# Classical Sanskrit



German

**BOEING**

**737  
-300, -400, -500**



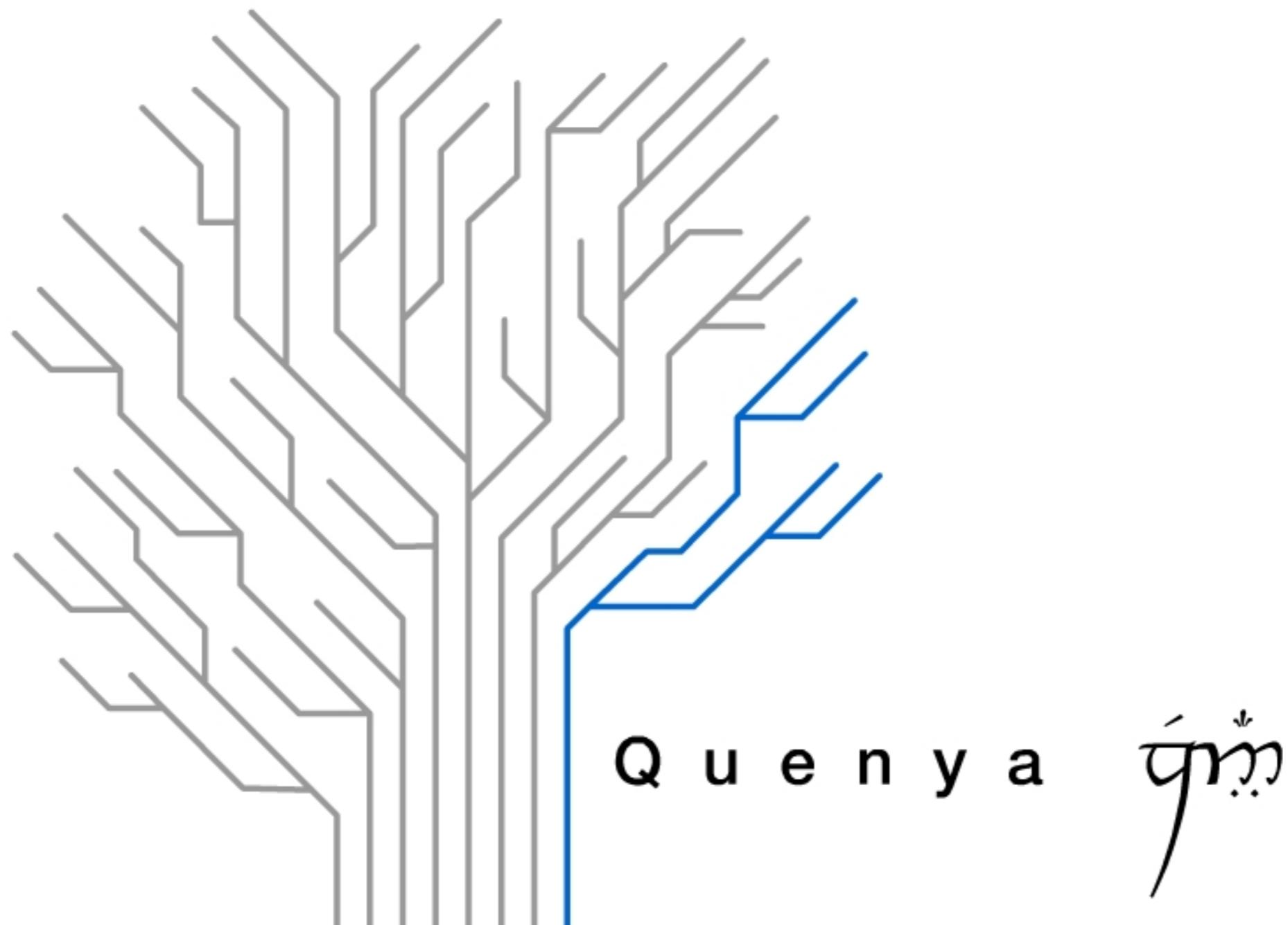
- COMPONENT LOCATORS**
- FIELD TRIP CHECKLIST**

**PREPARED BY MAINTENANCE TRAINING  
BOEING COMMERCIAL AIRPLANE GROUP**

# **ASD Simplified Technical English**

# artificial languages







Klingon



Na'vi

# software languages

# The $\pi$ -calculus

A Theory of Mobile Processes

CAMBRID



DYBVIG THE SCHEME PROGRAMMING LANGUAGE ANSI SCHEME SECOND EDITION

Nelson Systems Programming with Modula-3

Lear • Python Lutz & Ascher

Prog • Perl Wall, Christiansen & Orwant

THIRD EDITION  
ULLMAN ELEMENT M  
The Craft of Functional Programming Thompson

GRAMMING ML97 EDITION Felleisen and Friedman

JAVA Language Arnold Gosling

Apple PRESS Java Shalit

The Java™! Second Edi The Little

KERNIGHAN • RITCHIE THE C+ THE C+ Reference

STROUSTRUP C++ THE C++ Programming Language THIRD EDITION Addison Wesley

KERNIGHAN • RITCHIE THE C

e Construction  
Structures with  
**Add 95**  
ADDISON



languages to engineer software

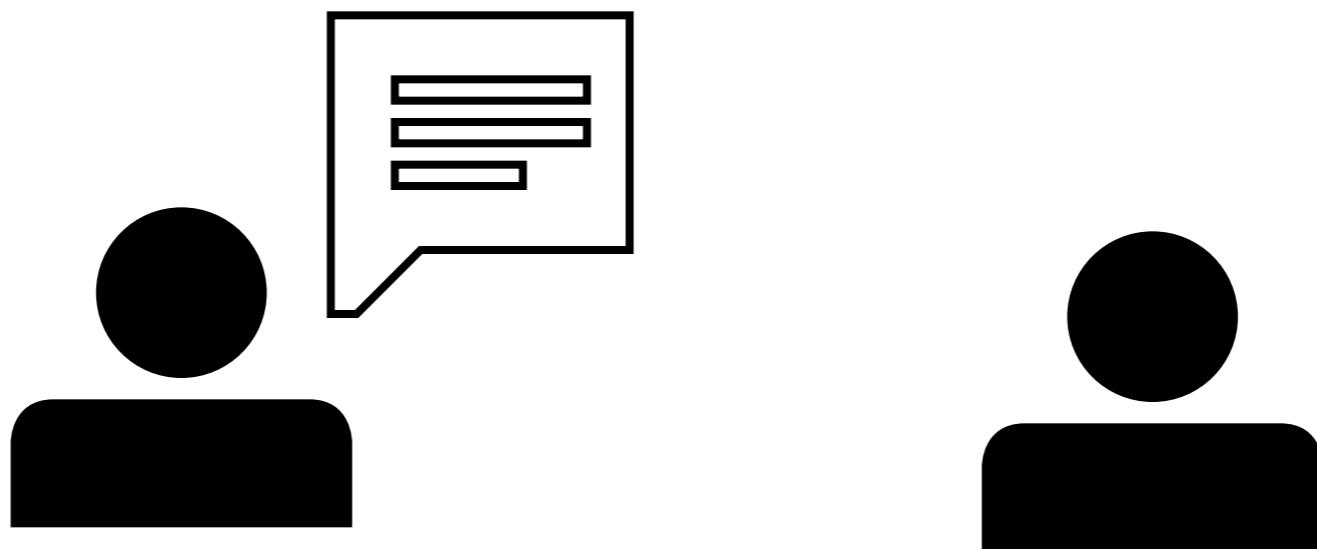


to provide a means  
of communicating  
numerical methods and other procedures  
between people

John W. Backus: The Syntax and Semantics of the Proposed International Algebraic Language  
of Zürich ACM-GAMM Conference.

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John W. Backus: The Syntax and Semantics of the Proposed International Algebraic Language  
of Zürich ACM-GAMM Conference.



**natural  
language**



**software  
language**

# Philosophy

## Linguistics

lexicology

grammar

morphology

syntax

phonology

semantics

## Interdisciplinary

## Computer Science

syntax

semantics



# Tiger

## the lecture language

```
/* factorial function */

let

var x := 0

function fact(n : int) : int =
  if n < 1 then 1 else (n * fact(n - 1))

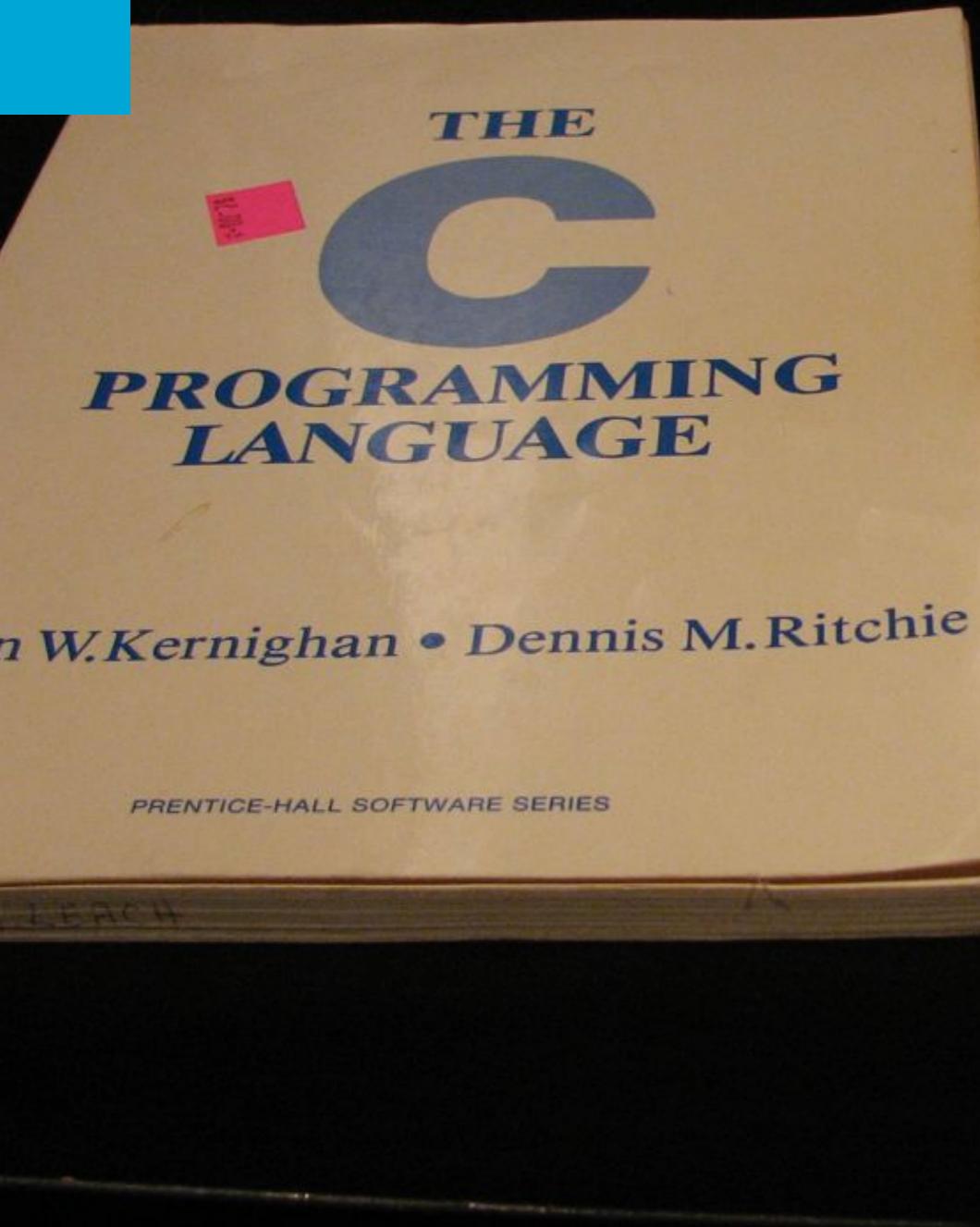
in

for i := 1 to 3 do (
  x := x + fact(i);
  printint(x);
  print(" ")
)

end
```

# C

## another lecture language

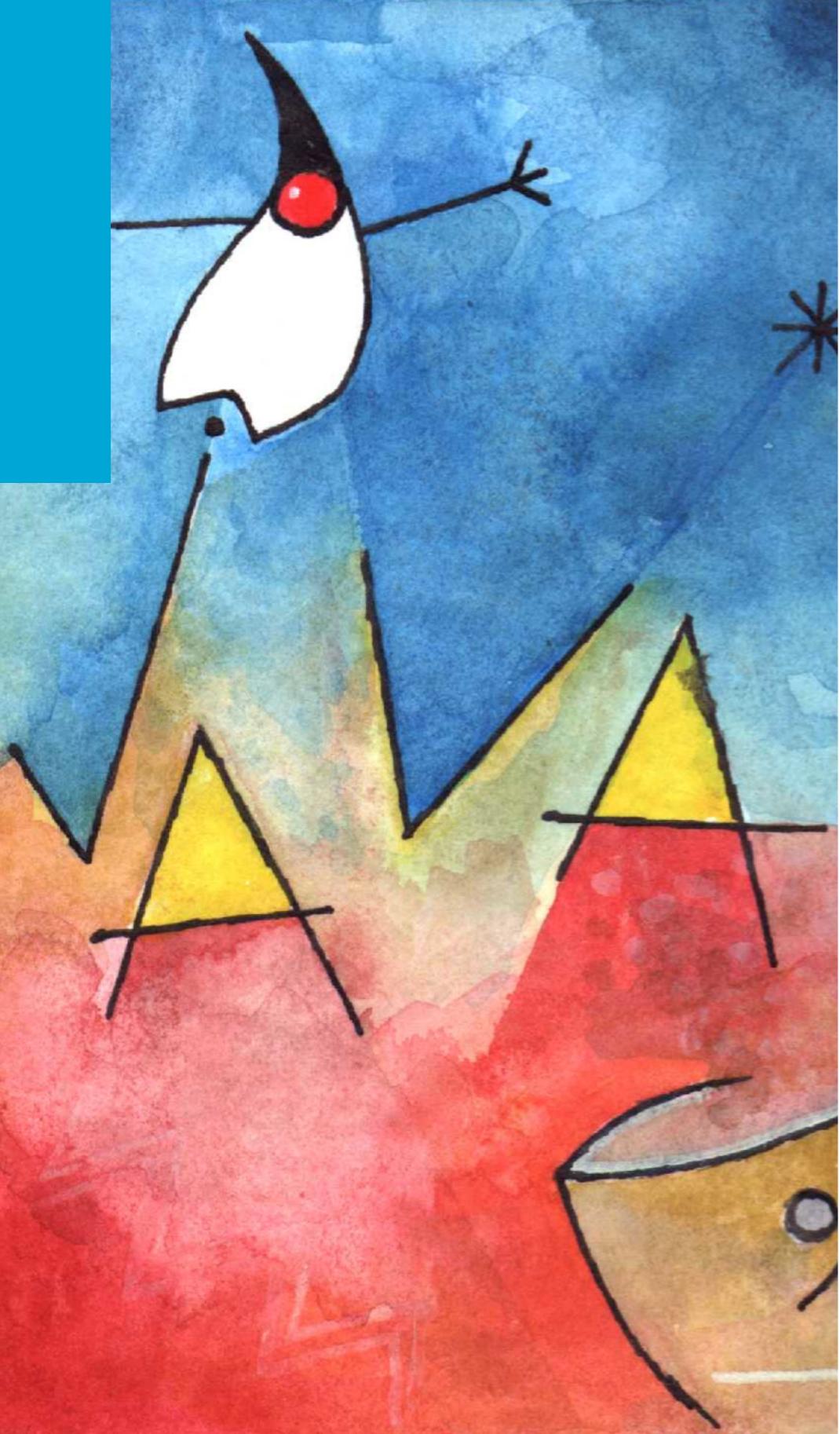


```
#include <stio.h>

/* factorial function */

int fac(int num) {
    if (num < 1)
        return 1;
    else
        return num * fac(num - 1);
}

int main() {
    printf("%d! = %d\n", 10, fac(10));
    return 0;
}
```



# MiniJava

## the lab language

```
class Main {  
  
    public static void main(String[] args) {  
        System.out.println(new Fac().fac(10));  
    }  
}  
  
class Fac {  
  
    public int fac(int num) {  
        int num_aux;  
        if (num < 1)  
            num_aux = 1;  
        else  
            num_aux = num * this.fac(num - 1);  
        return num_aux;  
    }  
}
```

# language software



languages to engineer software





pieces of software themselves

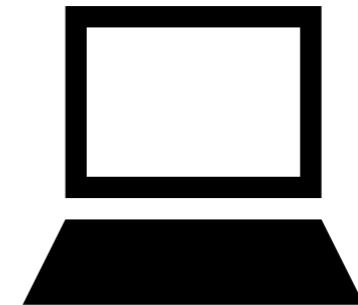
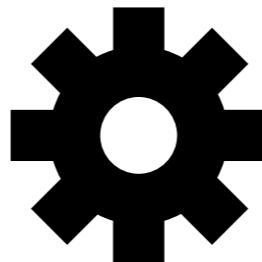
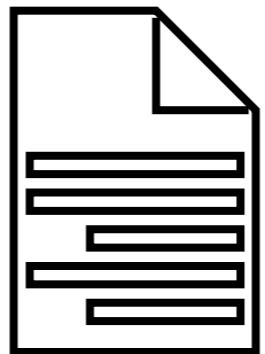
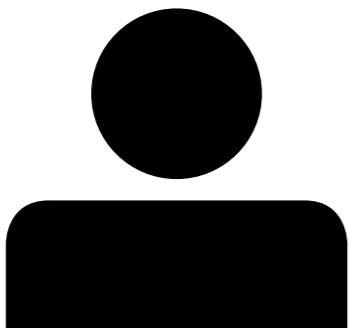


to provide a means  
for realising a stated process  
on a variety of machines

John W. Backus: The Syntax and Semantics of the Proposed International Algebraic Language  
of Zürich ACM-GAMM Conference.

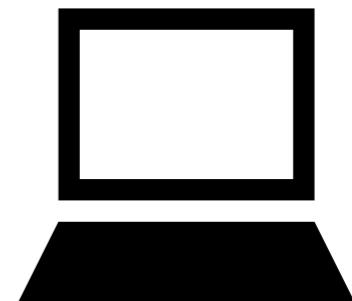
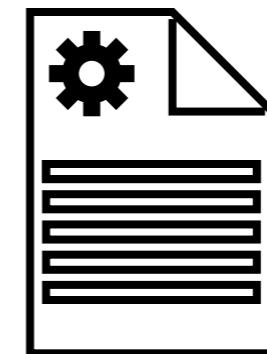
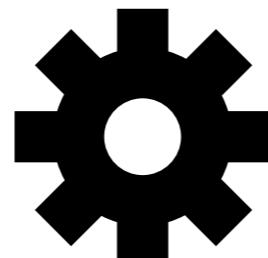
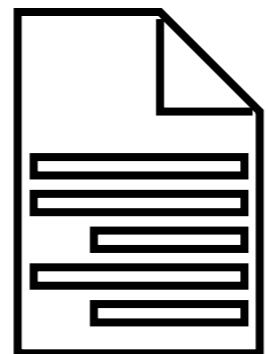
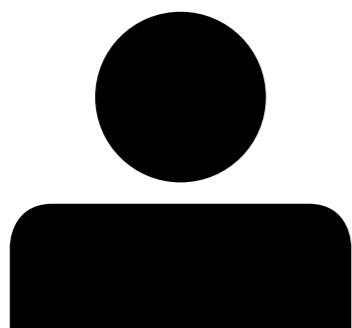
to provide a means  
for **realising** a **stated process**  
on a variety of **machines**

John W. Backus: The Syntax and Semantics of the Proposed International Algebraic Language  
of Zürich ACM-GAMM Conference.



**software  
language**

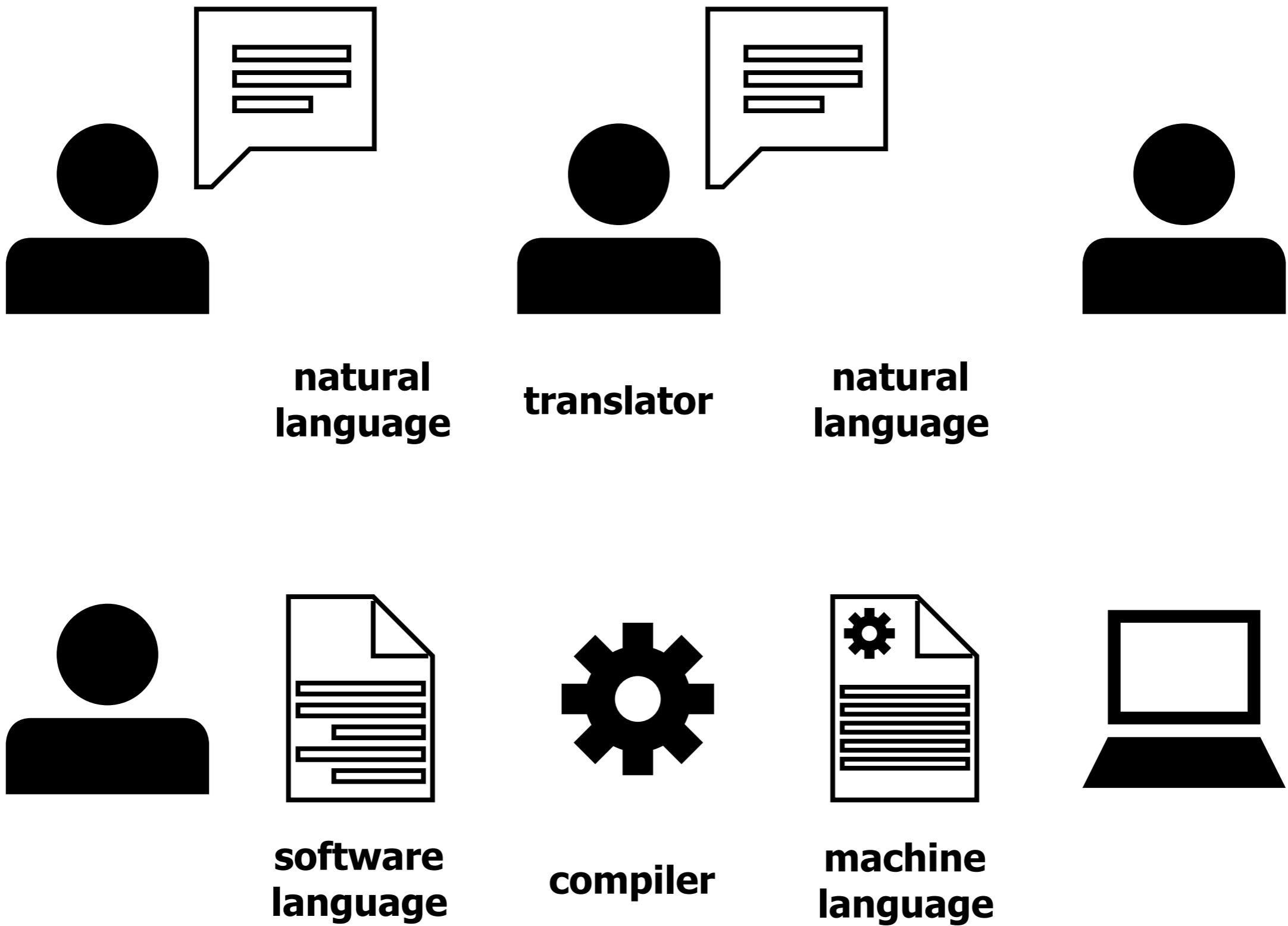
**interpreter**



**software  
language**

**compiler**

**machine  
language**



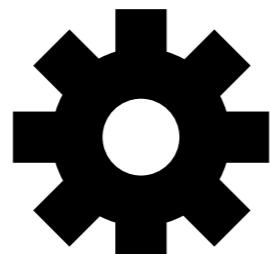
# language software

## language processors

# language processors

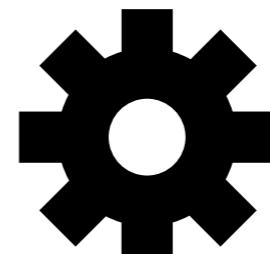
## scanners & parsers

3 \* 7 + 21

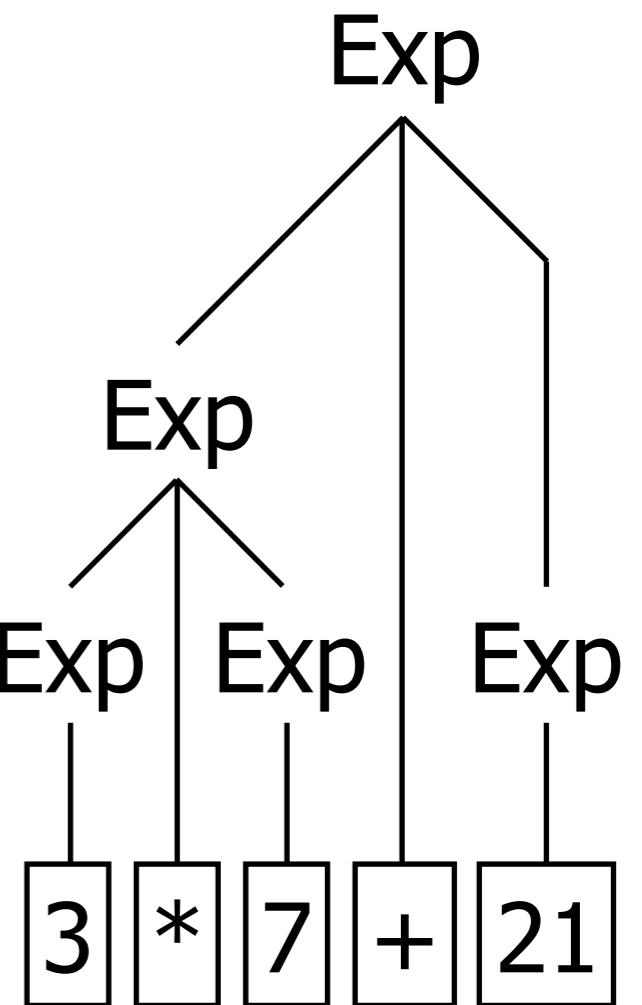


scanner

3 \* 7 + 21

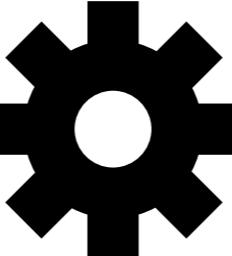


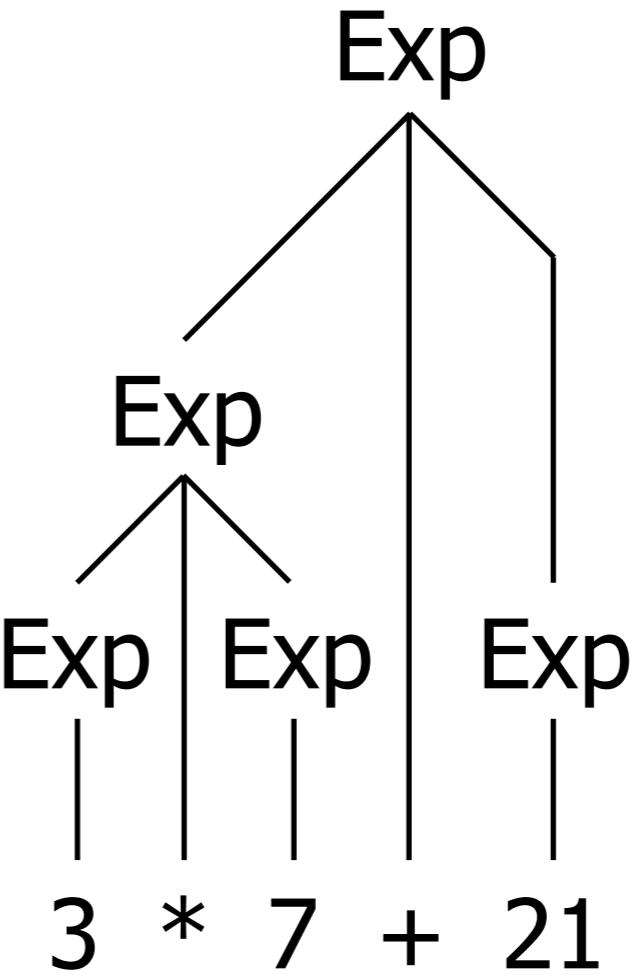
parser



# language processors

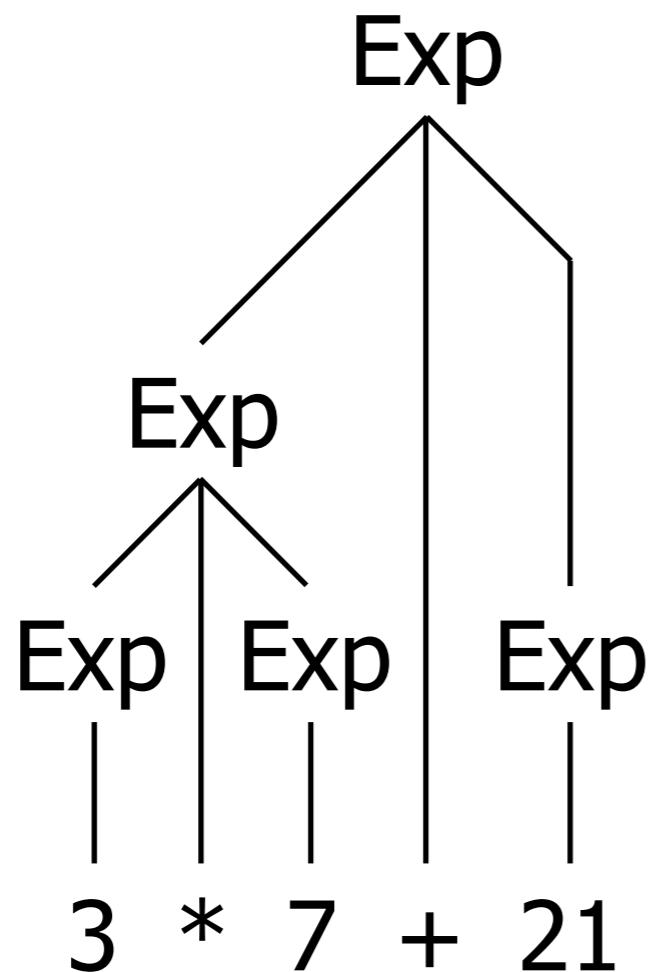
## scannerless parsers

3 \* 7 + 21   
parser



# language processors

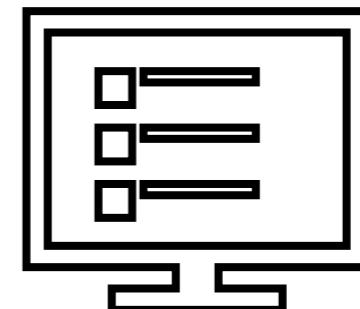
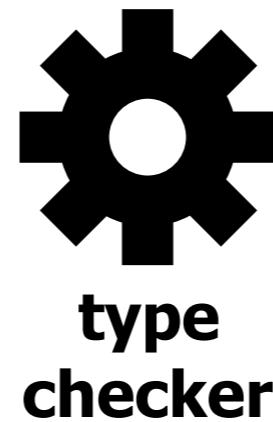
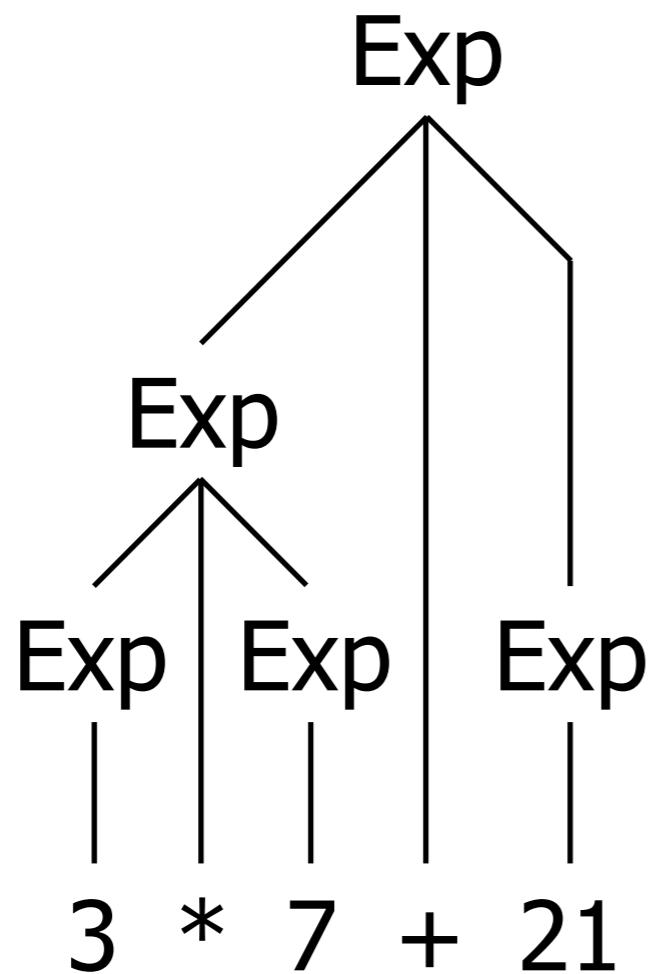
## pretty-printers



3 \* 7 + 21

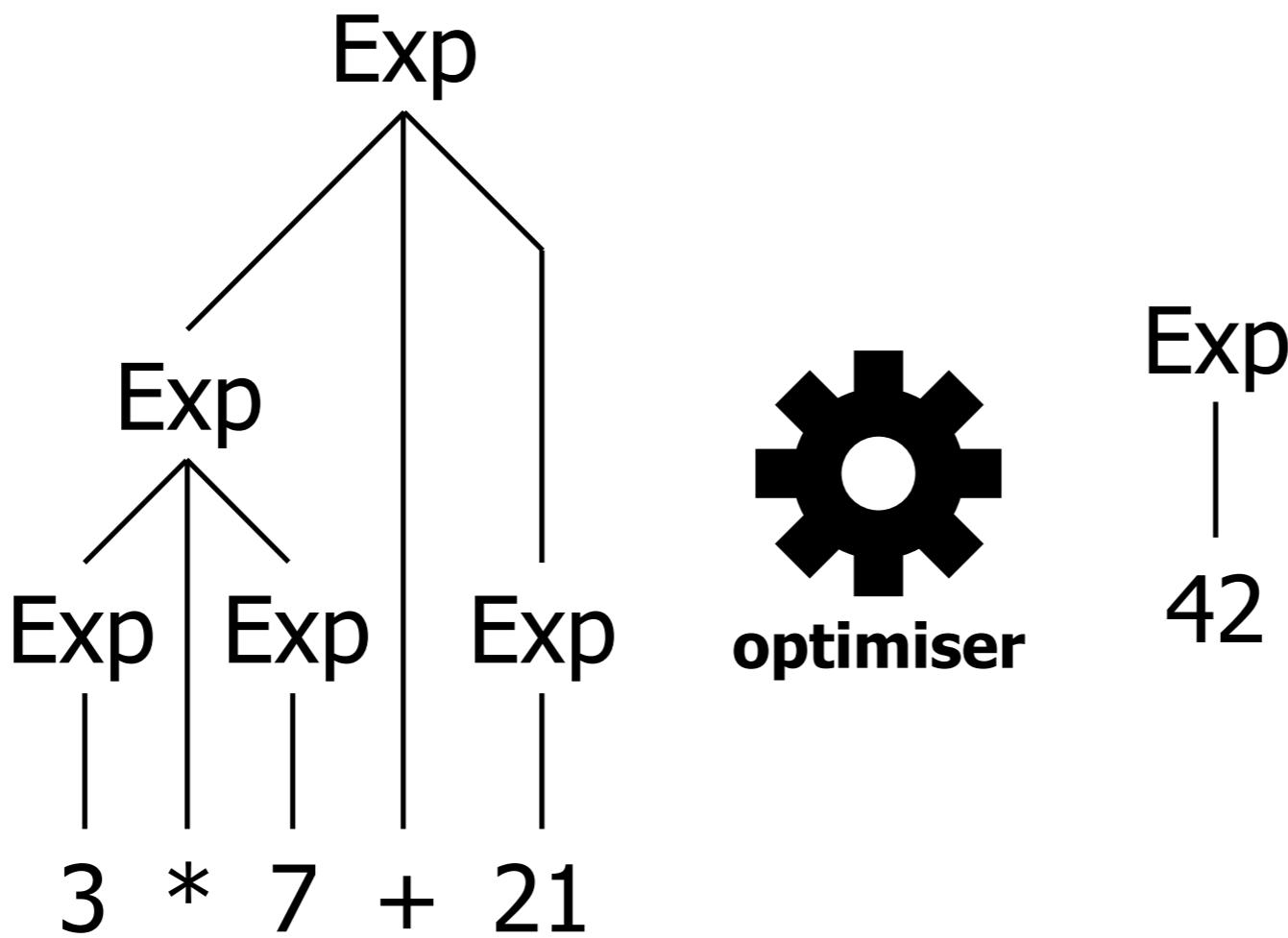
# language processors

## type checkers



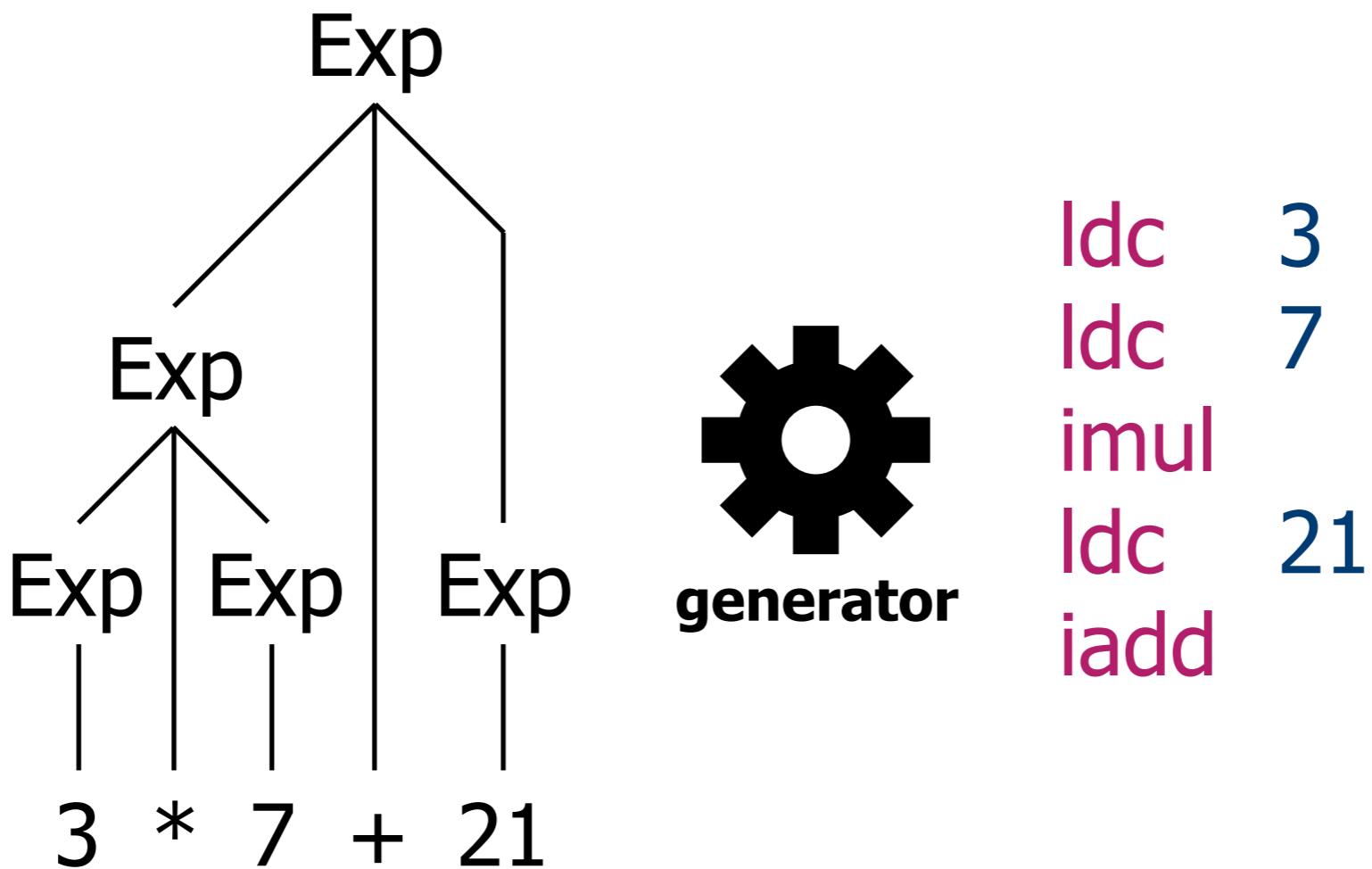
# language processors

## optimisers



# language processors

## generators



# language software compilers

# traditional compilers

## example

```
> ls
```

```
Course.java
```

```
> javac -verbose Course.java
```

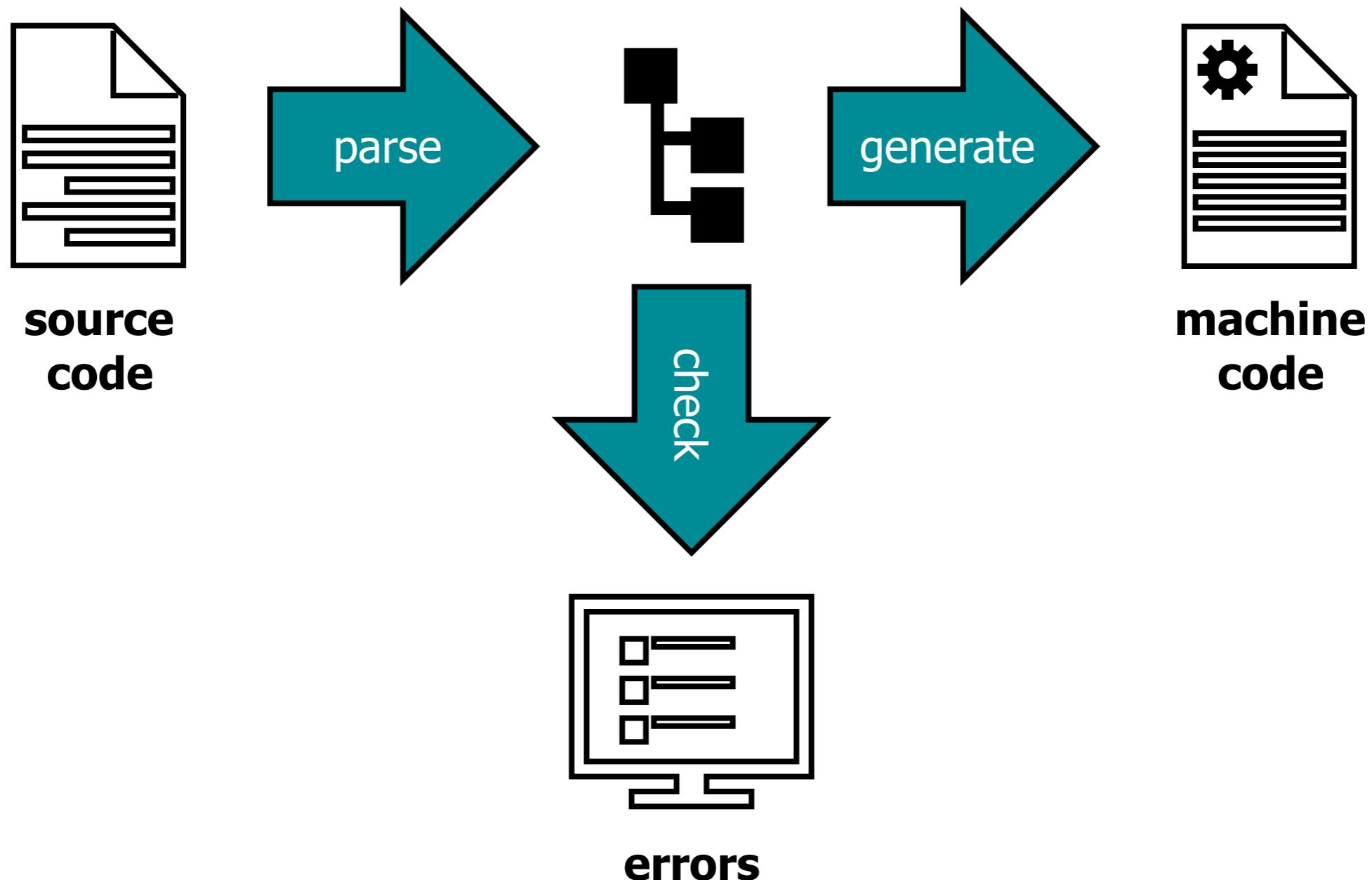
```
[parsing started Course.java]
[parsing completed 8ms]
[loading java/lang/Object.class(java/lang:Object.class)]
[checking university.Course]
[wrote Course.class]
[total 411ms]
```

```
> ls
```

```
Course.class Course.java
```

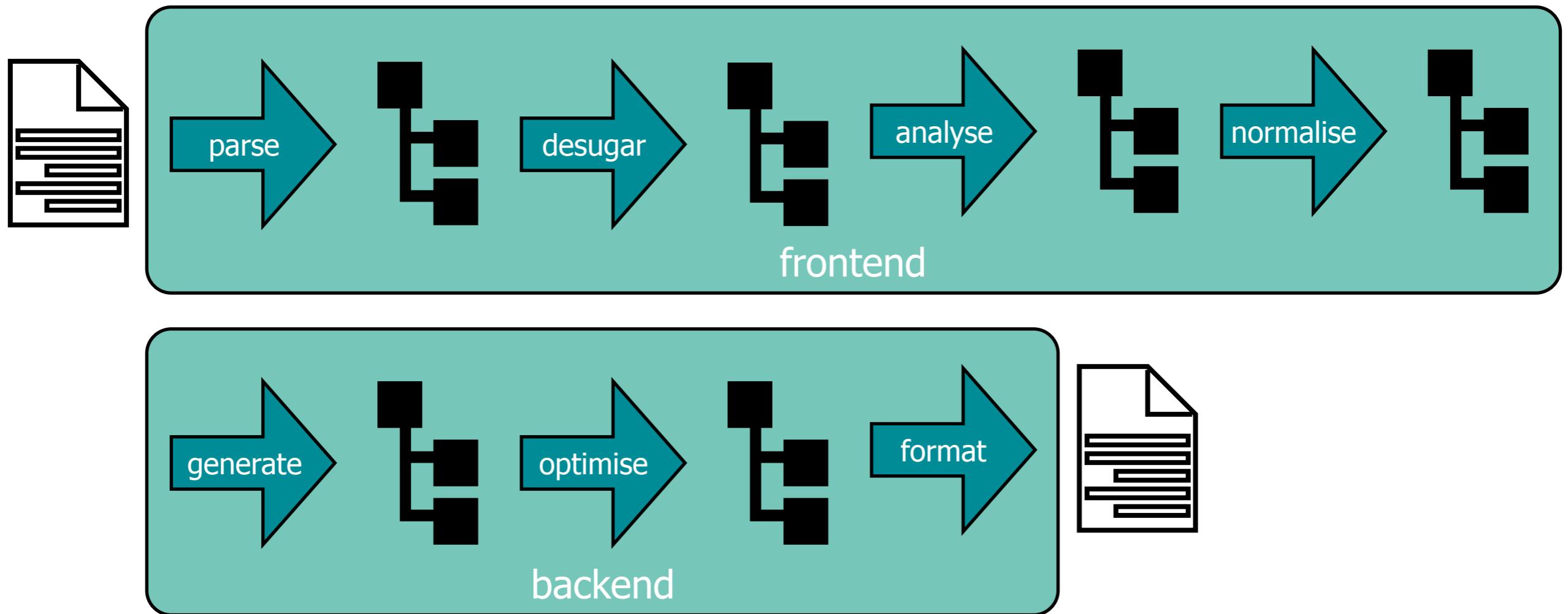
# traditional compilers

## architecture



# traditional compilers

## compilation by transformation



# modern compilers in IDEs

## features

```
1⊕ class User {
2     string name;
3 }
4⊕ class Blog {
5     string post(User user, string message) {
6         posterName = "name";
7         string posterName;
8         posterName = user.nam;
9         string posterName = user.name;
10        return posterName;
11    }
12 }
```

# modern compilers in IDEs

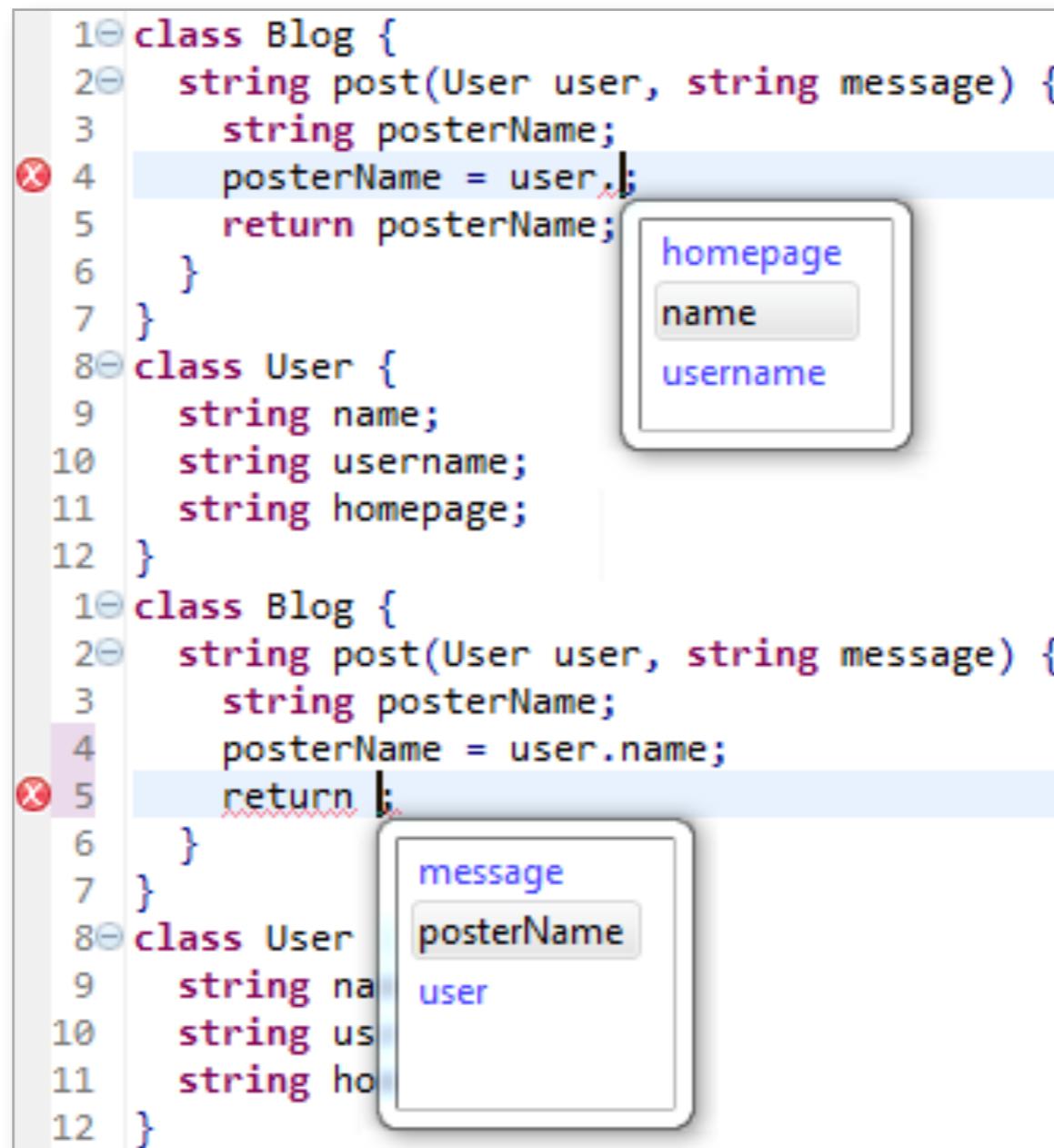
## features

```
1@ class User {  
2   string name;  
3 }  
4@ class Blog {  
5   string post(User user, string message) {  
6     string posterName;  
7     posterName = user.name;  
8     return posterName;  
9   }  
10 }
```

```
1@ class User {  
2   string name;  
3 }  
4@ class Blog {  
5   string post(User user, string message) {  
6     string posterName;  
7     posterName = user.name;  
8     return posterName;  
9   }  
10 }
```

# modern compilers in IDEs

## features



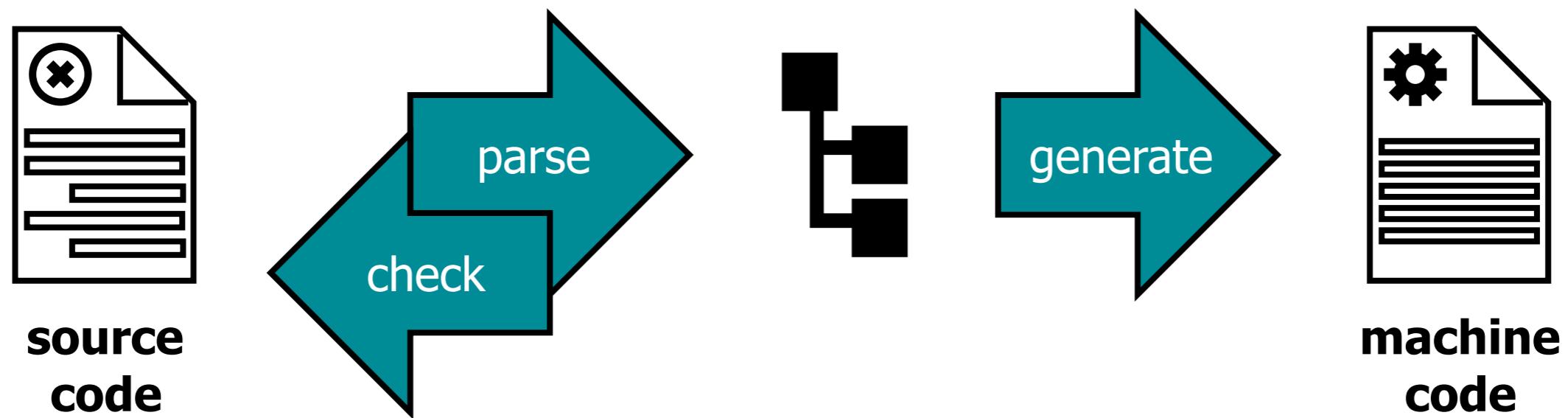
The screenshot shows a code editor with two instances of the same code snippet. The first instance is highlighted in blue, and the second is highlighted in purple. Both snippets are part of a class definition:

```
1 class Blog {  
2     string post(User user, string message) {  
3         string posterName;  
4         posterName = user.name; // Completion box  
5         return posterName;  
6     }  
7 }  
8 class User {  
9     string name;  
10    string username;  
11    string homepage;  
12 }
```

A completion box is open at line 4, position 12, showing suggestions: "homepage", "name", and "username". The second instance of the code has a completion box at line 5, position 12, showing suggestions: "message", "posterName", and "user".

# modern compilers in IDEs

## architecture



# language software

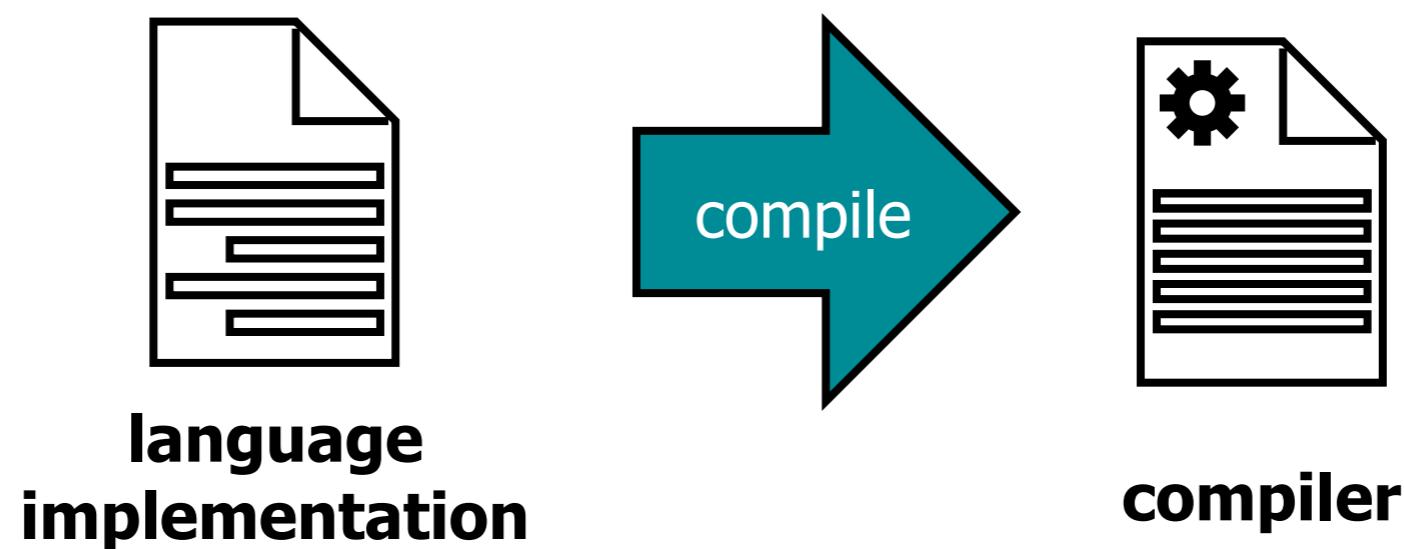
## compiler construction

meta language facility

# THE SAURIN

# traditional compiler compilers

## manual implementation



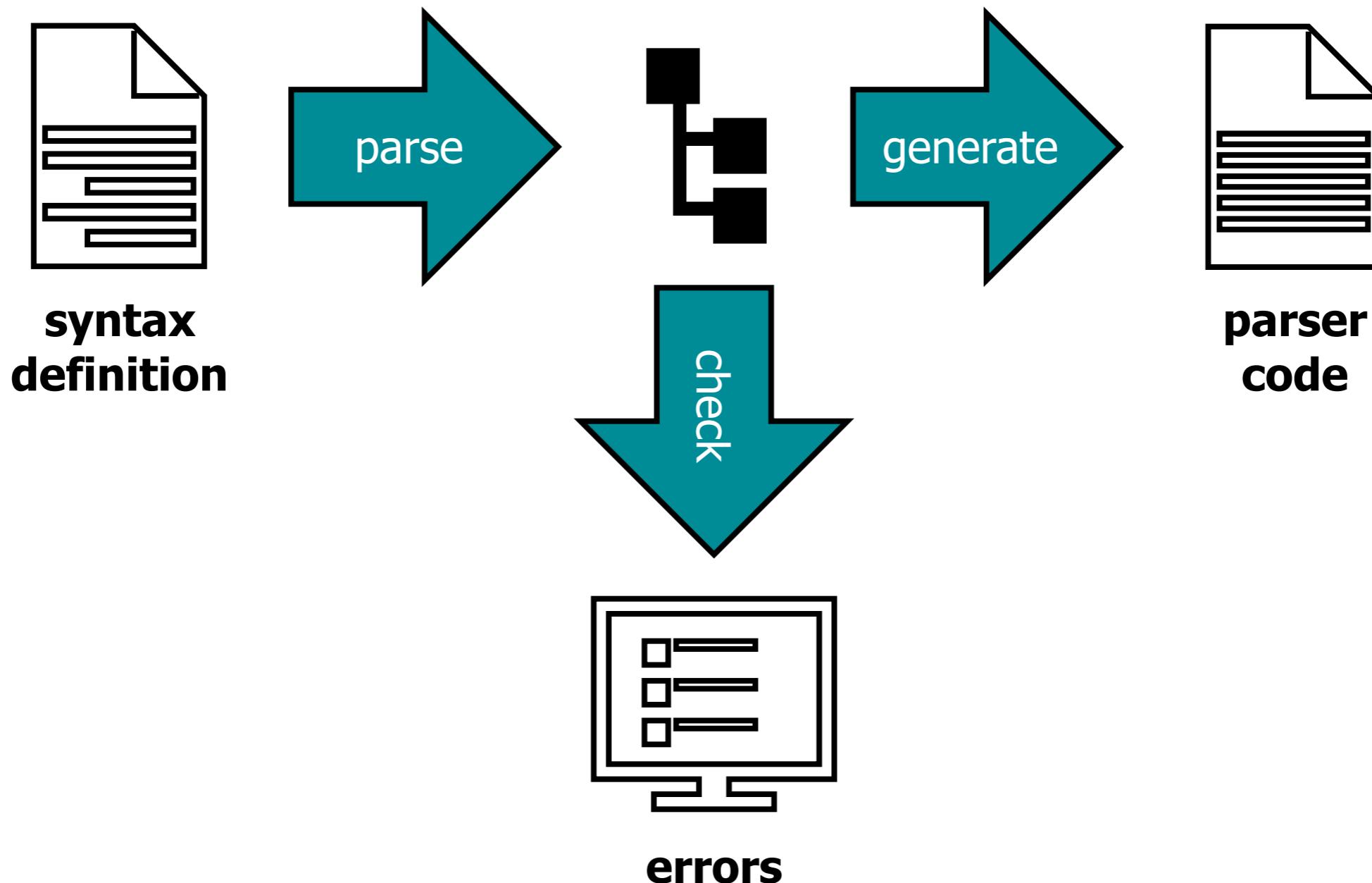
# traditional compiler compilers

compilation + compilation



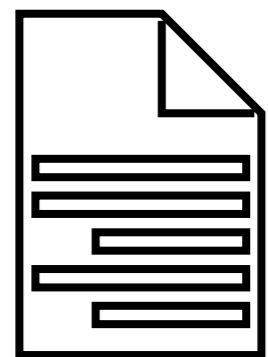
# traditional compiler compilers

## example

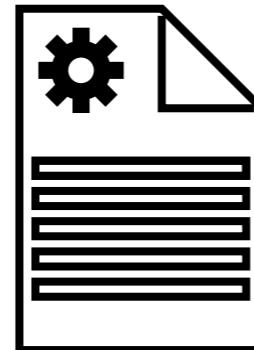
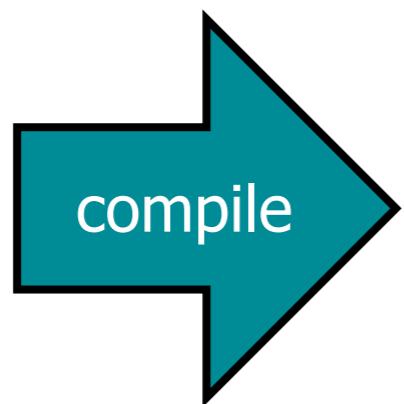


# traditional compiler compilers

compilation + interpretation



**language  
definition**



**language  
implementation**

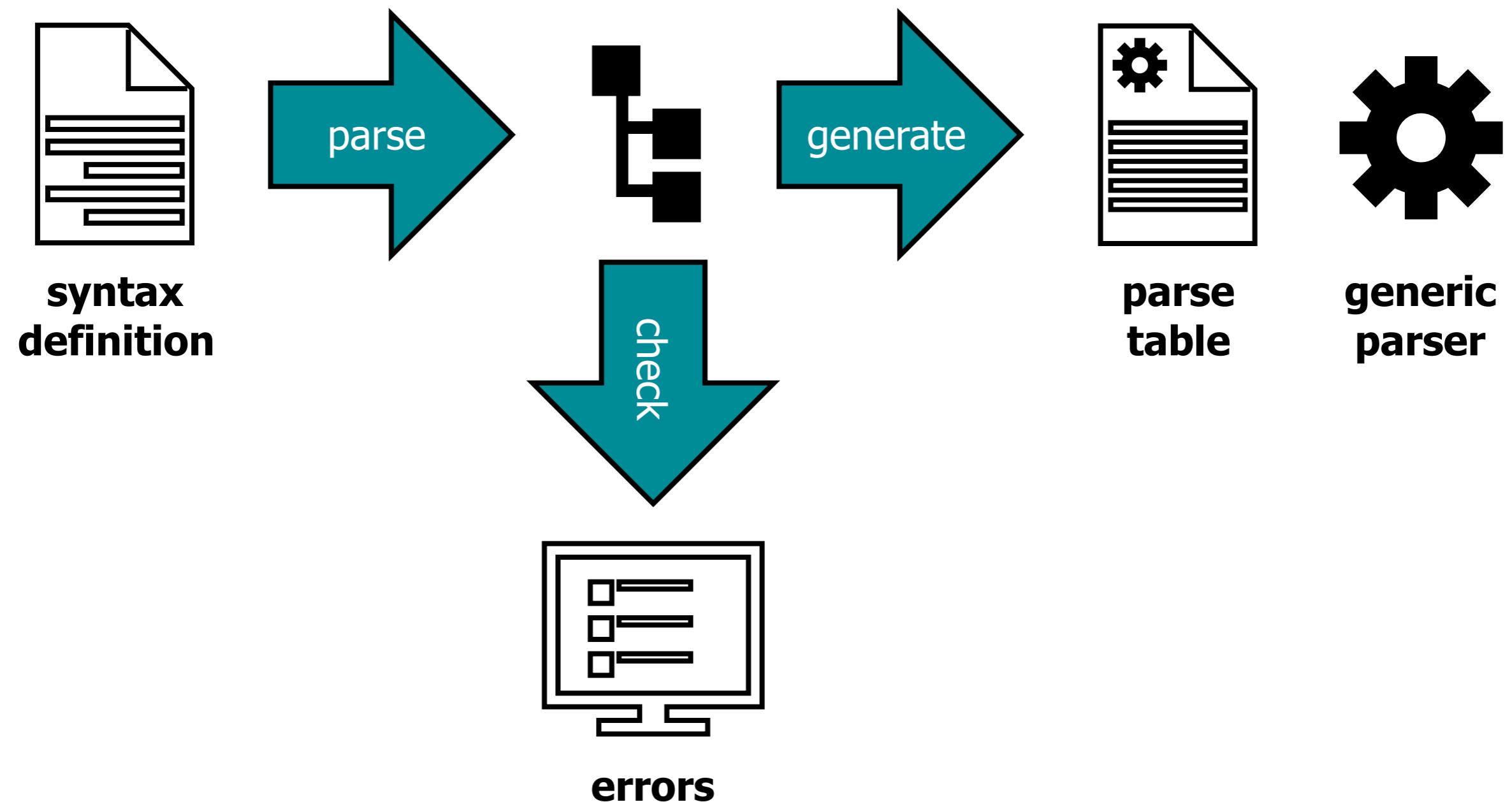


**interpreter**



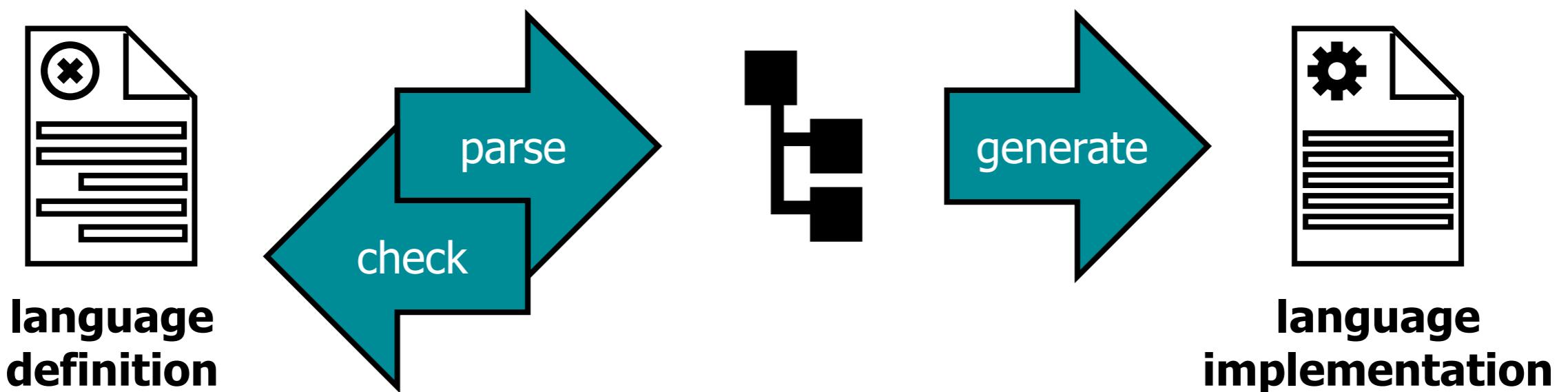
# traditional compiler compilers

## example



# language workbenches

## architecture



Spoofax language workbench

```

7 exports
8     sorts LValue Exp
9
10 context-free syntax %% L-Values
11
12     Id                               -> LValue {cons("Var")}
13     LValue "." Id                  -> LValue {cons("FieldVar")}
14     LValue "[" {Exp ","}+ "]"    -> LValue {cons("Subscript")}
15
16 context-free syntax %% Expressions
17
18     LValue          -> Exp
19     "nil"           -> Exp {cons("NilExp")}
20     "(" {Exp ";"}* ")" -> Exp {cons("Seq")}
21
22     IntConst        -> Exp {cons("Int")}
23     StrConst        -> Exp {cons("String")}
24
25     "-" Exp         -> Exp {cons("Uminus")}
26
27     Id "(" {Exp ","}* ")" -> Exp {cons("Call")}
28
29     Exp "+" Exp      -> Exp {left, cons("Plus")}
30     Exp "-" Exp      -> Exp {left, cons("Minus")}
31     Exp "*" Exp      -> Exp {left, cons("Times")}
32     Exp "/" Exp      -> Exp {left, cons("Divide")}
33
34     Exp "=" Exp       -> Exp {non-assoc, cons("Eq")}
35     Exp "<>" Exp     -> Exp {non-assoc, cons("Neq")}
36     Exp ">" Exp       -> Exp {non-assoc, cons("Gt")}
37     Exp "<" Exp       -> Exp {non-assoc, cons("Lt")}
38     Exp ">=" Exp      -> Exp {non-assoc, cons("Geq")}
39     Exp "<=" Exp      -> Exp {non-assoc, cons("Leq")}
40
41     Exp "&" Exp       -> Exp {left, cons("And")}
42     Exp "|" Exp       -> Exp {left, cons("Or")}
43
44     TypeId "[" {Exp ","}+ "]" "of" Exp -> Exp {cons("Array")}
45     TypeId "{" {InitField ","}+ "}"     -> Exp {cons("Record")}
46
47     Id "=" Exp         -> InitField {cons("InitField")}

```

**SPT**  
tests

syntax definition

concrete syntax

abstract syntax

**SDF3**

static semantics

name binding

type system

**NaBL2**

dynamic semantics

translation

interpretation

**Stratego  
DynSem**

**ESV**  
editor

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