

Programming Evolution

We start with program as a sequence of bits in machine language.

Machine code
พัฒนา

```
For x86 instruction set  
(as base 16):  
55 89 e5 53 83 ec 04 83  
00 00 39 c3 74 10 8d b6  
75 f6 89 1c 24 e8 6e 00
```

And then, program in assembly languages (ตัวกลางที่เชื่อมกับ Hardware)

- One-to-one correspondence between mnemonic abbreviations and machine instructions
- Less error-prone for larger programs (เพราะเข้าใจได้ง่ายมากขึ้น)
- Assemblers translate to machine languages.
- Different assembly languages for different machines

push ข้อมูลลง stack
move ข้อมูลไปอยู่ที่อื่น

```
x86 assembly:  
pushl %ebp  
movl %esp, %ebp  
pushl %ebx  
subl $4, %esp
```

And finally, program in machine independent languages, e.g. Fortran, Lisp, Prolog, Pascal, C, C++ (ไม่ขึ้นกับ Hardware แล้ว)

- Closer to natural language and mathematical formulae
- More complicated translation to assembly or machine languages as one-to-one correspondence with machine language no longer exists.

A+	C	Fertile	Lava	Pascal	Scheme
ABC	C++	Forth	LIFE	Perl	Self
Ada	C#	Fortran	Limbo	Phantom	SETL
Agora	Charity	FPL	LISP	PHP	Simula
ALF	CHILL	GNU E	LOGO	Pike	Smalltalk
ALGOL	CICS	Guile	Lua	PiXCL	SNOBOL
Alice	Clean	Godel	Matlab	PL/B	TADS
Amiga E	Clu	Haskell	MCPL	PL/I	Tcl
AMPL	COBOL	Hugo	Mercury	Pliant	Tom
APL	COMAL	ICI	Miranda	Postscript	UberCode
AppleScript	cT	Icon	ML	Prolog	UNITY
AspectJ	dBase	Inform	Modula 1-3	Python	V
AWK	Delphi	J	NeoBook	Q	Visual Basic
B	Dog	Java	NESL	QuakeC	WebQL
BASIC	E	JavaScript	NetRexx	R	Wolfram
BCPL	Egg	Juice	Oberon	REBOL	XQuery
BETA	Eiffel	K	OO Turing	Rexx	XSLT
BLISS	Elastic	Kojo	Objective-C	RPG	Yorick
Blockly	Erlang	KRYPTON	Occam	Ruby	ZPL

and many more...

https://en.wikipedia.org/wiki/List_of_programming_languages

Why So Many?

Evolution We constantly find better way to do things. —→ Code ละ!

- goto-based control flow (e.g. Fortran, COBOL, Basic)
- Structured programming: while loops, case (switch) etc. (e.g. Algol, Pascal, Ada)
- Object-oriented programming (e.g. Smalltalk, C++, Eiffel, Java, C#)

Special purposes

- Lisp - Manipulating list of complex data structure
- C - Low level system programming
- Prolog - Reasoning about logical relationships among data

Personal preference No universally accepted language

Why a few are widely used? (1)

Expressive power Language features have an impact on clear concise and maintainable code.

Ease of use for novice e.g. from Pascal to Java and Python

Ease of implementation

- Implemented for machines with little resource, e.g. Basic
- Implementations are free, e.g. Pascal, Java, Python.

Standardization

- Standard language implementation and libraries ensure portability of code across platforms.
- Different vendors do not need to implement in different ways.

Why a few are widely used? (2)

Source Code = code ที่ถูกแปลเป็นภาษาเครื่องแล้ว

Open source = Software ฟรี ที่แจกจ่ายให้ผู้ใช้งานสามารถแก้ไขใหม่ตั้งแต่ต้น

- Open-source compiler and interpreter
- Association with popular open source OS (C and Unix/Linux)

Excellent compilers

- Compilers generate very fast code, e.g. Fortran.
- Supporting tools help manage large projects.

Economics, patronage, and inertia

- Backing of powerful sponsor (COBOL, Ada and US Department of Defense; C# and Microsoft; Objective-C and Apple)
- Cost of replacement in terms of software and expertise (COBOL and financial infrastructure)

Classification of Programming Languages (1)

Imperative Specify sequence of steps to execute, i.e. how the computer should do it

- **Von Neumann** Most familiar and widely used, e.g. Fortran, Pascal, Basic, C
 - Basic means of computation is modification of variables, changing the value of memory.
- **Scripting** Rapid application development, e.g. csh, JavaScript, PHP, Perl, Python, Ruby
 - Based on gluing together components that were developed as independent programs
 - Written for a special run-time environment that automates the execution of tasks that could alternatively be executed one-by-one by a human operator
 - Also refer to dynamic general-purpose languages with small programs “script”
- **Object-oriented**, e.g. Smalltalk, Eiffel, C++, Java
 - Based on interactions among semi-independent objects, each of which has both its own internal state and subroutines to manage that state.

```
//C
int gcd(int a, int b) {
    while (a != b) {
        if (a > b) a = a - b;
        else b = b - a;
    }
    return a;
}
```

Classification of Programming Languages (2)

Declarative ^{*} Not specify a sequence of steps to execute, but rather the properties of a solution to be found, i.e. what the computer is to do

- **Functional**, e.g. Lisp, Scheme, ML, Haskell
 - Based on recursive definition of functions.
 - Program is a function from inputs to outputs, defined in terms of simpler functions.

```
(* Ocaml *)
let rec gcd a b =
  if a = b then a
  else if a > b then gcd b (a - b)
  else gcd a (b - a)
```

- **Logic**, e.g. Prolog
 - Based on an attempt to find values that satisfy certain relationships, using goal-directed search through a list of logical rules.

Output

```
%Prolog- Search for G that makes gcd(A,B,G) true using the rules
gcd(A,B,G) :- A = B, G = A.
gcd(A,B,G) :- A > B, C is A-B, gcd(C,B,G) .
gcd(A,B,G) :- B > A, C is B-A, gcd(C,A,G) .
```

Why study programming languages?

To choose the most appropriate language for any given task

To make it easier to learn new languages

- Many languages are closely related, e.g. Java, C# and C++
- Basic concepts underlie all programming languages, e.g. types, control flow

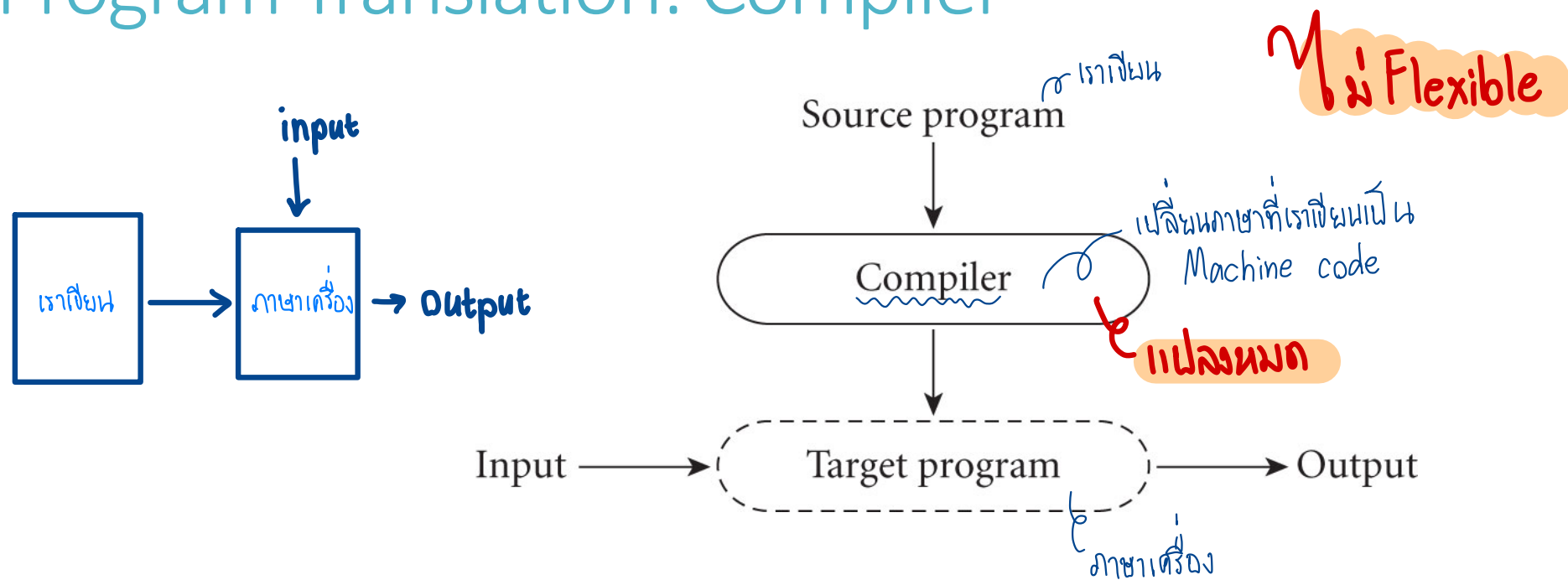
To choose among alternative ways to express things based on knowledge of implementation costs, e.g. nested if vs. switch (case)

To make good use of debuggers, assemblers, linkers, and related tools

- Bugs or system-building problems are easier to handle if implementation detail of language is known.

To understand interactions of languages with operating systems and architectures

Program Translation: Compiler

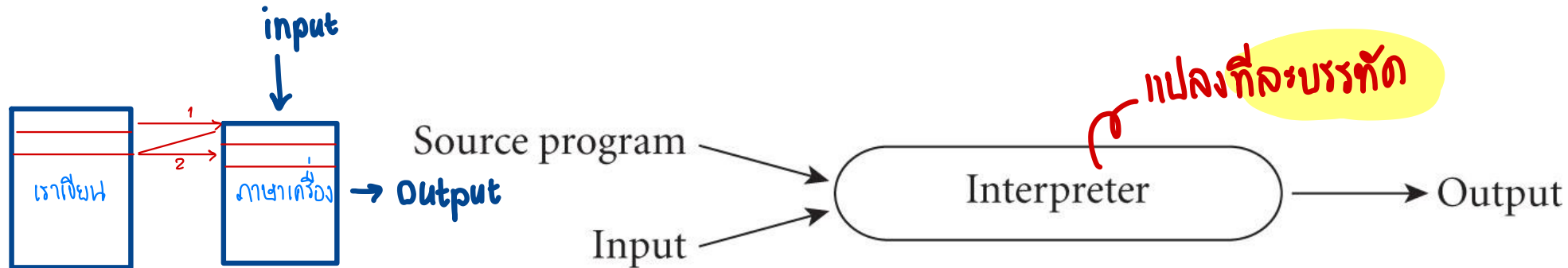


Better performance because

- It generates machine code once and that can be executed many times.
- Decision made at compile time does not need to be made at run time. (ทำให้เร็ว)
 - Compile time decision (e.g. x at location 49378) is put into machine code (e.g. referring to x in source program will access location 49378).

*โปรแกรมที่ใช้ Compiler จะเร็วกว่า

Program Translation: Interpreter



It reads statements one at a time, line by line, and executes them as it goes along.

- e.g. when + operation in statement is recognized, interpreter's add function is called which then executes machine code ADD instruction.

Better error messages and more flexible

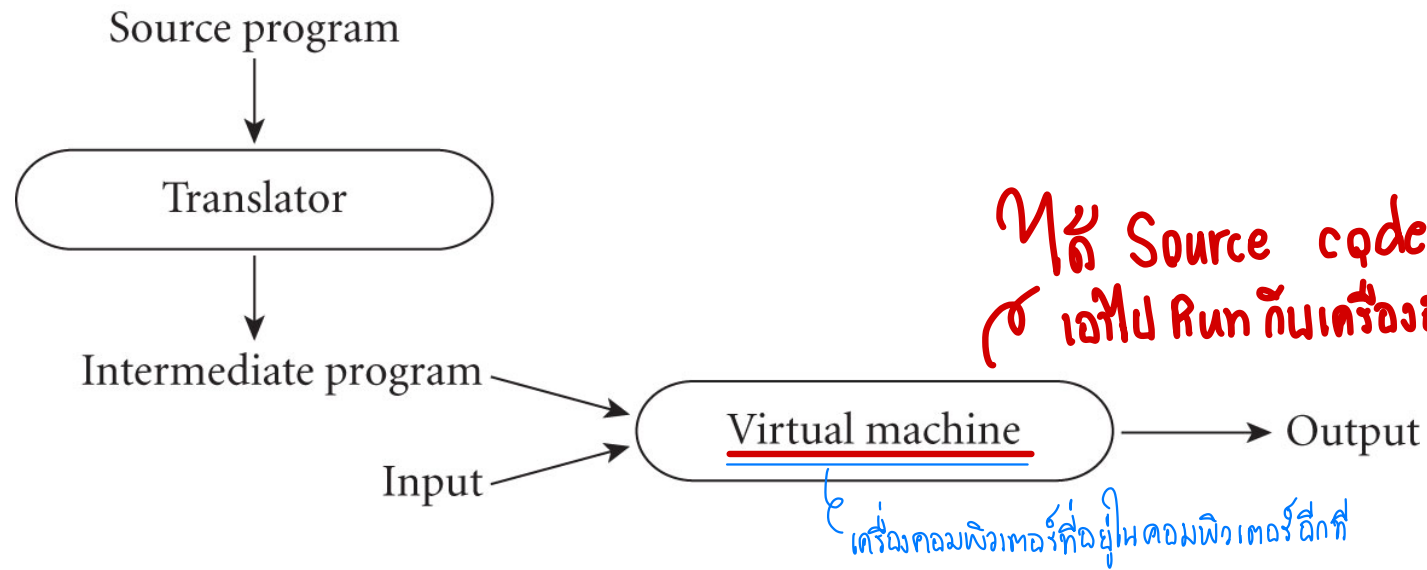
- Source-level debugger ^(ดีบั๊กง่าย) since it executes source code
- Can determine characteristics, e.g. type, size of variables, at run time depending on input data.

Slower

- e.g. table lookup for location of variable x is needed every time it is accessed.
Loop will be really slow since we have to translate each part of the loop every time.

Loop จะช้า♥

Combination of Compiler and Interpreter



Found in most language implementations

Default in Java

- Byte code is machine-independent intermediate format for distribution.
- Source program is thoroughly compiled and kept.

Just-in-Time Translation

Found in modern language implementations for better performance.

Intermediate program is translated into machine language immediately before each execution of the program.

- Frequently used portion, rarely in full

