# CSE 114A: Fall 2021 Foundations of Programming Languages

Lecture 1: Course Overview

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#### A Programming Language

Two variables

```
- x, y
```

Three operations

```
- x++
- x--
- (x=0)? L1:L2;
```

```
L1: x++;
y--;
(y=0)?L2:L1
L2: ...
```

Fact: This is "equivalent to" to every PL!
Good luck writing quicksort
... or Windows, Google, Spotify!

#### So why study PL?

# Programming language shapes Programming thought

#### So why study PL?

#### Language affects how:

- Ideas are expressed
- Computation is expressed

#### Course Goals



# "Free your mind" -Morpheus

#### Learn New Languages/Constructs



#### New ways to:

- describe
- organize
- think about computation

#### Goal: Enable you to Program



- Readable
- Correct
- Extendable
- Modifiable
- Reusable



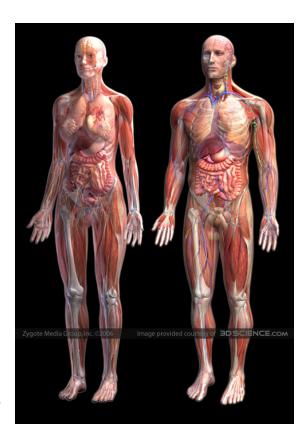
#### Goal: How to learn new PLs

No Java (C#) 15 (10) years ago AJAX? Python? Ruby? Erlang? F#?...

Learn the anatomy of a PL

- Fundamental building blocks
- Different guises in different PLs

Re-learn the PLs you already know





#### Goal: How to design new PLs

... "who, me?"

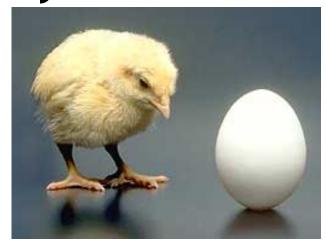
Buried in every extensible system is a PL

- Emacs, Android: Lisp
- Word, Powerpoint: Macros, VBScript
- Unreal: UnrealScript (Game Scripting)
- Facebook: FBML, FBJS
- SQL, Renderman, LaTeX, XML ...



#### Enables you to choose right PL

- "...but isn't that decided by
- libraries,
- standards,
- and my boss?"Yes.

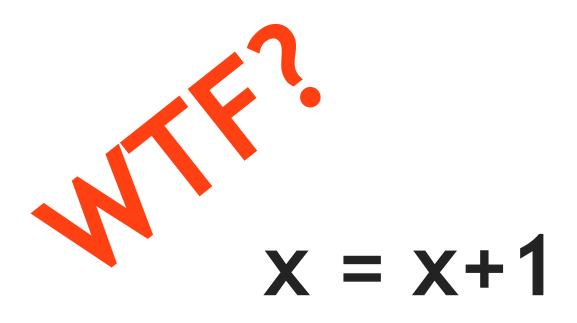


My goal: educate tomorrow's tech leaders & bosses, so you'll make informed choices

#### Speaking of Right and Wrong...

# Imperative Programming

x = x+1



#### Imperative = Mutation

#### Imperative = Mutation



#### Don't take my word for it

#### John Carmack Creator of FPS: Doom, Quake,...



#### Don't take my word for it

Tim Sweeney (Epic, Creator of UNREAL)

"In a concurrent world, imperative is the wrong default"



# Functional Programming

#### Functional Programming?

## No Assignment. No Mutation. No Loops.

#### OMG! Who uses FP?!



### MapReduce



#### **Microsoft®**

Linq, F#

### facebook

### Erlang



### Scala

# Wall Street (all of the above)

## ...CSE 116

#### Course Mechanics

#### Mechanics

#### Course website:

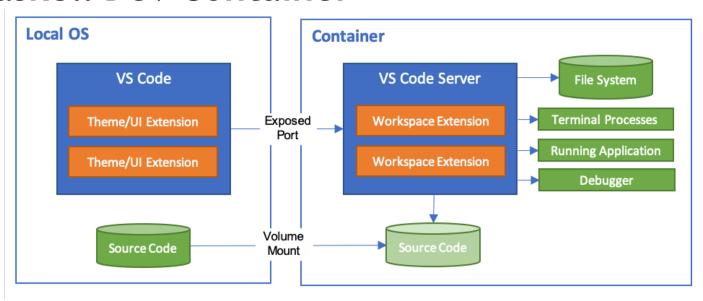
https://ucsc-cse-114a.github.io/fall21/

#### Course texts (optional):

- An Introduction to Functional Programming Through Lambda Calculus by Greg Michaelson. Free pre-print.
- Thinking Functionally with Haskell by Richard Bird. Available online (free via library).
- <u>Programming in Haskell</u> (2nd ed.) by Graham Hutton.
- Real World Haskell by Bryan O'Sullivan. Available online (free via library).
- Learn You a Haskell for Great Good by Miran Lipovača. Available free online
- <u>Write You a Haskell</u> by Stephen Diehl. (incomplete, but useful) Available free online

#### Mechanics

#### Haskell Dev Container

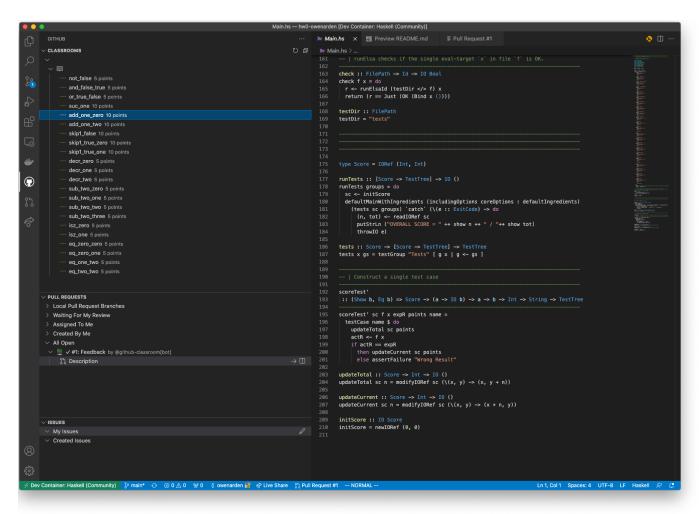


https://github.com/UCSC-CSE-114A/cs114a-devcontainer

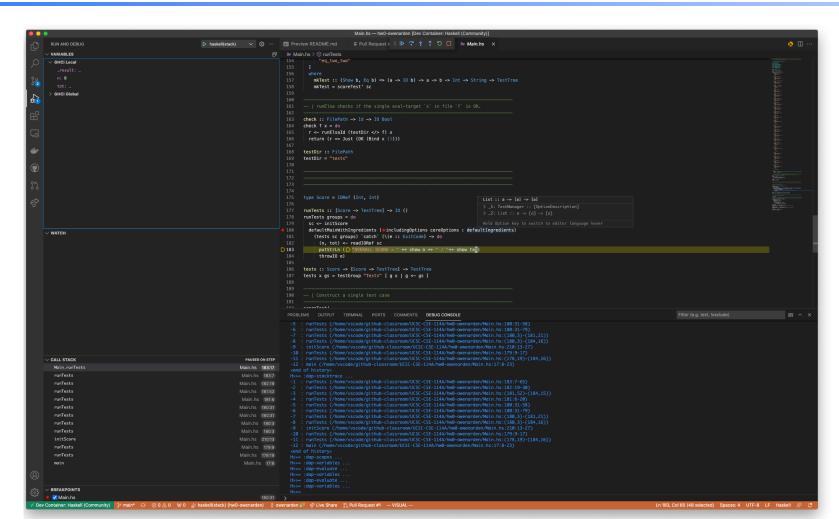
#### Recommended IDE: VS Code

- New this year, legit IDE setup for Haskell!
  - Devcontainer: A Haskell dev environment is built in a container and VS Code automatically mounts the container volume
  - Also some integrations with Git and GitHub Classroom

#### **VS** Code



#### **VS** Code



## Peer Instruction (ish)

### Peer Instruction

- Make class interactive
  - Help YOU and ME understand whats tricky
- Respond to in-class quizzes
  - 5% of your grade
  - Respond to 75% questions
- Bring laptop/phone if you have one

### In Class Exercises

- 1. Solo Vote: Think for yourself, select answer
- 2. Discuss: Analyze Problem with neighbors
  - Practice analyzing, talking about tricky notions
  - Reach consensus
  - Have questions, raise your hand!
- 3. Group Vote: Everyone in group votes
- 4. Class-wide Discussion:
  - What did you find easy/hard?
  - Questions from here show up in exams

## Requirements and Grading

| • | In-Class Exercises:          | <b>5</b> % |
|---|------------------------------|------------|
| • | Midterm:                     | 30%        |
| • | Programming Assignments (6): | 30%        |
| • | Final:                       | 35%        |

#### Two hints/rumors:

- 1. Lot of work
- 2. Don't worry (too much) about grade

**Note**: Regrades must be requested *in person* within two weeks of receiving grade

#### Resources

- Online lecture notes
- Readings and exercises
- Webcasts:
  - User: cse-116-1
  - Pass: lambda
- Pay attention to lecture and section!
- Do assignments yourself (+partner)!

## Ask for help!

- Lots of help available, will be adding more soon. (watch website)
- Lab sessions 4 days/wk with tutors to help with assignments
- Discussion sections with TAs to help with lecture concepts

## Programming Assignments

All assignments are managed through GitHub Classroom (link on course page).

- You must *push* your submitted code.

#### **Deadline Extension:**

- Four "late days", used as "whole unit"
- 5 mins late = 1 late day
- Plan ahead, no other extensions

See course webpage for HW deadlines

## **Programming Assignments**

## Unfamiliar languages

+ Unfamiliar environments

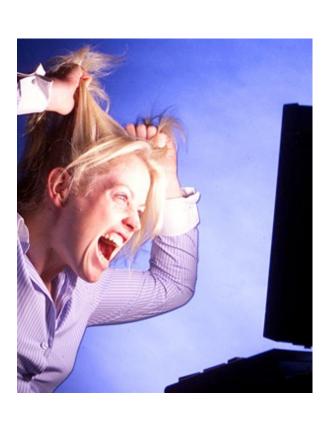
# Start Early!

## Weekly Programming Assignments

Scoring = Test suite

No Compile, No Score

## Weekly Programming Assignments



Forget Java, C, C++ ...
... other 20<sup>th</sup> century PLs

## Don't complain

... that Haskell is hard

... that Haskell is @!%@#

## Immerse yourself in new language

## It is not.

## Immerse yourself in new language



## Word from our sponsor ...

- Programming Assignments done ALONE or in (official) groups of two (as permitted)
- We use plagiarism detection software
  - MOSS is fantastic, plagiarize at your own risk

- Zero Tolerance
  - offenders punished ruthlessly
- Please see academic integrity statement:
  - https://ue.ucsc.edu/academic-misconduct.html

