

SI 413: Programming Languages and Implementation

Course Policy, Fall AY19

Instructors:

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Course Description: This course examines basic concepts underlying the design of modern programming languages: types, control structures, abstraction mechanisms, inheritance, concurrency and constructs for programming. The course includes programming assignments in several languages.

Credits: 2-2-3

Learning Objectives:

1. Understand the functional programming paradigm and be able to solve problems in a functional language (supports outcome CS-6).
2. Develop a vocabulary for describing programming languages (supports outcome CS-6).
3. Understand lexical analysis, parsing, and basic interpretation (supports outcome CS-6).
4. Implement a simple interpreter (supports outcome CS-6).
5. Learn a new programming language independently and use it to solve basic tasks (supports outcome CS-6).

Student Outcomes: Graduates of the program will have an ability to:

1. **Analysis.** Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
 2. **Implementation.** Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
 3. **Communication.** Communicate effectively in a variety of professional contexts.
 4. **Ethics.** Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
 5. **Teamwork.** Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.
- CS-6. Theory.** Apply computer science theory and software development fundamentals to produce computing-based solutions.
- IT-6. Requirements.** Identify and analyze user needs and to take them into account in the selection, creation, integration, evaluation, and administration of computing based systems.

Textbooks:

- [Michael L. Scott](#). *Programming Language Pragmatics*, Morgan Kaufmann Publishers. Optional but recommended. The current edition is the 4th (2015), but any edition is OK. Page numbers in the notes are from the 3rd edition.

- Abelson, Sussman, and Sussman. *Structure and Interpretation of Computer Programs*, MIT Press. Out of print but available used or [for free online](#).
- Aho, Lam, Sethi, and Ullman. *Compilers: Principles, Techniques, and Tools*, Pearson, 2006. Completely optional, recommended for those wishing to gain deeper knowledge of compilers.

Course Website: <https://www.usna.edu/Users/CS/roche/courses/f18si413>

Extra Instruction: The instructors have an “open door” policy in regards to EI. To schedule an appointment, choose a time that is free according to the schedule posted on the instructor’s home page and then send an email requesting this time. EI is not a substitute lecture; students should come prepared with specific questions or problems.

Collaboration: The guidance in the Honor Concept of the Brigade of Midshipmen and the Computer Science Department Honor Policy must be followed at all times. See <https://www.usna.edu/CS/resources/honor.php>. Specific instructions for this course:

- Collaboration or assistance from any human other than the instructors and those enrolled in SI413 this semester is not permitted. This includes any written or electronic materials from previous semesters.
- Homework: Students may collaborate on homework with others in the same class, but must cite this collaboration clearly. Every student must actually complete their own assignment and understand anything they turn in.
- Labs: Labs represent the main work of this class and students are more restricted in their collaboration. Informal discussion between students is allowed, but *each student must do their own work, and may not share any specific (even partial) solutions*. Generally, for labs, any collaboration should be done away from a computer, and no student should turn in any code that another student has seen.
- Exams: No collaboration is allowed. Each student may prepare and bring a single study sheet to the midterm and final exams, but these must be prepared individually (no photocopies). Any group study guides should be shared with the instructor.

All collaboration and outside sources should always be cited. The same rules apply for giving and receiving assistance. If you are unsure whether a certain kind of assistance or collaboration is permitted, you should assume it is not, work individually, and seek clarification from your instructor.

Classroom Conduct:

Everyone in the classroom will show appropriate respect to each other at all times.

The section leader is responsible for recording attendance, bringing the class to attention, notifying the CS department office if the instructor is more than 5 minutes late, and directing the class in useful work in the instructor’s absence.

Drinks are permitted, but they must be in closable containers. Food, alcohol, and tobacco (of all kinds) are prohibited. Electronic devices must be silent during class and should never serve as a distraction to other students.

Absences:

Students are responsible for all class material. Notes will be posted for each lecture, along with recommended readings. However, this material is not exhaustive and students missing class should arrange to copy notes from a classmate.

There will be a Scheme programming practicum during on Tuesday, 18 September. A written midterm exam will be held during class on Monday, 29 October.

Any requested absence for these dates must be submitted as soon as possible, and at least one week in advance.

Late Policy: Because solutions will generally be posted immediately, **no late work will be accepted for a grade.** Even in cases of excused absences, all work must be submitted by the posted deadline. Exceptions to this rule are possible under exceptional circumstances, at the discretion of the instructor.

Grading:

Your final grade will be computed as follows:

- 10%: Weekly homeworks
- 30%: Labs
- 17%: Course project
- 8%: Scheme Practicum
- 10%: Midterm exam
- 25%: Final exam

Any student that completes every homework assignment to a satisfactory level will have their lowest homework grade dropped at the end of the semester. The definition of “satisfactory level” is based on effort and is at the sole discretion of the instructor. *Work submitted late may count for this requirement, even if it is late and gets zero credit.*

Similarly, any student completing every lab to a satisfactory level of effort will have their lowest lab grade dropped at the end of the semester.

Here is a breakdown of percentages by grading period, according to the anticipated schedule of due dates:

	6 weeks	12 weeks	16 weeks	Final
Homework	20%	15%	13%	10%
Labs	44%	41%	40%	30%
Projects	0%	7%	23%	17%
Exams	36%	37%	24%	43%
Total	100%	100%	100%	100%

Submitted:

Approved:

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Course Coordinator

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