



# Introduction

ORGANIZATION OF PROGRAMMING LANGUAGES  
JUCHEOL MOON

Is this a program?

```
public class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello, World");
    }
}
```

## Is this a program?

++++++[>++++[>+++++>++++>+<<<<-]>+>+>->+>[<]<-]>>.>---.+++++.+.+.>>.<.  
.<+.+.+.----->+>+>.

BF written by Urban Mueller (<https://en.wikipedia.org/wiki/Brainfuck>)

- \*<sup>1</sup>: move the memory pointer to the next cell,
  - \*<sup>2</sup>: move the memory pointer to the previous cell,
  - \*<sup>3</sup>: increment the memory cell under the memory pointer,
  - \*<sup>4</sup>: decrement the memory cell under the memory pointer,
  - \*<sup>5</sup>: fills the memory cell under the memory pointer with the ASCII value of next character from the input,
  - \*<sup>6</sup>: fills the memory cell under the memory pointer with a character with the corresponding ASCII value,
  - \*<sup>7</sup>: moves to the command following the matching <sup>7</sup>, if the memory cell under the memory pointer is zero,
  - \*<sup>8</sup>: moves to the command following the matching <sup>8</sup>, if the memory cell under the memory pointer is not zero.
- <https://fatherhiki.github.io/brainfuck-visualizer>

## Is this a program?

0248ohngsdbnblkn09ynngkd2thkjbv,aenrg.



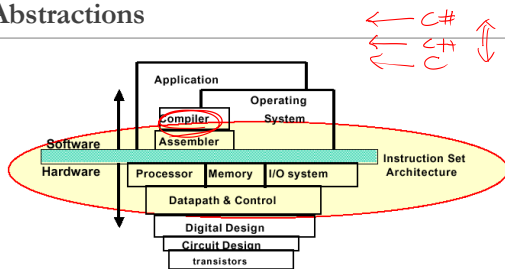
## How to specify language?

- English specification
- Reference implementation
- Formal language
- <https://docs.python.org/3/reference/grammar.html>

## How does the computer understand program?



## Abstractions



## What is a programming language?

- A language
  - To write computer programs
  - Performing computation or algorithm
  - Controlling external devices
  - Communicate with another person

## Why study programming languages?

- Don't want to study CECS444?
- Help you make better use of language you use
- Some languages are similar; easy to walk down family tree
- Design a new programming language

## Why are there many programming languages?

- Orientation toward special purposes/hardware.
  - Conflicting needs
    - Scientific computing
    - Business applications
    - System programming
- Diverse ideas about what is pleasant to use
- Proprietary interests, commercial advantage
  - Widely used languages are slow to change
    - Productivity vs. training cost

## What is a good programming language?

- Is there an universally accepted criteria for language design?
  - No
- Is a good language one more people use?
  - No

## What makes a language successful?

- Easy to learn
- Easy to express things, easy use once fluent,
  - "powerful"
- Possible to compile to very good code
  - Good code? fast / small
- Backing of a powerful sponsor

In 1960's



What were they called by?

