

Welcome - CSC 301

CSC 301- Foundations of Programming Languages

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(for more details see course website)

```
358 )
359
360 Carousel.prototype.getItemForDirection = function (direction, pos) {
361   var delta = direction == 'prev' ? -1 : 1
362   var activeIndex = this.getItemIndex(this.$active)
363   var itemIndex = (activeIndex + delta) % this.$items.length
364   return this.$items.eq(itemIndex)
365 }
366
367 Carousel.prototype.to = function (pos) {
368   var that = this
369   var activeIndex = this.getItemIndex(this.$active)
370
371   if (pos > (this.$items.length - 1) || pos < 0) return
372   if (this.sliding) return this.$element.one('slid.bs.carousel', function () { that.to(pos) })
373   if (activeIndex == pos) return this.pause().cycle()
374   return this.slide(pos > activeIndex ? 'next' : 'prev', this.$items.eq(pos))
375 }
376
377
378
379
380 Carousel.prototype.pause = function (e) {
381   // (this.paused = true)

```

Why Study Programming Languages?

- Amazing variety
 - One of the moderated email lists counted ~2300 different programming languages (comp.lang.*)
- “Strange” controversies
 - Should a programming language have a ‘goto’ statement?
 - Should an OO language support inheritance?
 - Terminology: argument vs. actual parameter.
- Many connections
 - Programming languages touch upon virtually all areas of computer science: from the mathematical theory of **formal languages** and **automata** to the implementation of **operating systems**.
- Intriguing evolution
 - Programming languages change!
 - New ideas and experiences trigger new languages.
 - New languages trigger new ideas, etc.

Programming Language Classes

There are many different programming language classes, but three classes or paradigms stand out:

- Imperative Languages
- Functional Languages
- Logic/Rule Based Languages

What Happened to OOP?

- Object-orientation is really a property of the type system of a language.
- Object-orientation can be added to any of the previously mentioned language classes.
- Here we look at object-orientation in terms of imperative language - Rust
- Object-oriented features have also been added to:
 - Functional programming languages: CLOS (lisp)
 - Logic languages: Logtalk (prolog)

Meet Our Languages

- Rust – Imperative with OOP features
- Haskell – Functional
- Prolog – Logic

Example Computation

- Recursive definition of the factorial operator

$$x! = \begin{cases} 1 & \text{if } x = 1, \\ x(x-1)! & \text{otherwise.} \end{cases}$$

for all $x > 0$.

Imperative Languages

- Hallmarks: assignment and iteration
- Examples: C, FORTRAN, Rust
- Example Program: factorial program in Rust

```
fn fact(mut n: i32) -> i32 {  
    let mut val = 1;  
    while n > 1 {  
        val = val*n;  
        n = n - 1;  
    }  
    return val;  
}
```

Imperative Languages

Observations:

- The program text determines the order of execution of the statements.
- We have the notion of a '*current value*' of a variable – accessible state of variable.

This is not always true in other languages.

Rust

```
// factorial program that prints out
// the factorial of x


fn main() {
    let x = 3;
    println!("The factorial of {} is {}", x, fact(x));
}

fn fact(mut n: i32) -> i32 {
    let mut val = 1;
    while n > 1 {
        val = val*n;
        n = n - 1;
    }
    return val;
}
```

Functional Languages

- Hallmarks: recursion and *single valued variables*.
- Examples: ML, Lisp, Haskell
- Example Program: factorial program in Haskell

```
fact 1 = 1  
fact n = n * fact (n-1)
```


recursion

Functional Languages

Observations:

- There are **no** explicit assignments.
- The name stems from the fact that programs consist of *recursive* definitions of **functions**.

Haskell

```
-- factorial program
main = do
    let x = 3
    print (fact x)

fact 1 = 1
fact n = n * fact (n-1)
```

Logic Programming Languages

- Hallmarks: programs consist of **rules** that specify the problem solution.
- Examples: Prolog, Maude, Isabelle
- Example Program: factorial program written in Prolog

rules {

```
fact(1, 1) .                                     fact(in, out)
fact(X, F) :-
    X > 1,
    X1 is X-1,
    fact(X1, F1),
    F is X*F1.
```

'and' (points to comma after X > 1)

unification (points to comma after fact(X1, F1))

Logic Programming Languages

Observations:

- Rules do *not* appear in the order of execution in the program text.
- No specific order of execution is given – rules ‘fire’ when necessary.

Prolog

```
% factorial program
```

```
fact(1,1).
```

```
fact(X,F) :-
```

```
    X1 is X-1,
```

```
    fact(X1,F1),
```

```
    F is X*F1.
```

```
compute :-
```

```
    X is 3,
```

```
    fact(X,F),
```

```
    writeln(F).
```

Object-Oriented Languages

- Hallmarks: bundle data with the allowed operations ➡ Objects
- Rust takes an interesting approach here – structures with functions.

```
// Simple OO program

struct Rect { xdim: i32, ydim: i32}

impl Rect {
    fn area(&self) -> i32 { return self.xdim*self.ydim}
}

fn main() {
    let rect = Rect{xdim:3, ydim:4};
    println!("The area is {}", rect.area())
}
```


Programming Language Classes

General Observations:

- Programming languages guide programmers towards a particular programming style:
 - Imperative → iteration/assignment
 - Functional → mathematical functions
 - OO → objects
 - Logic → rules
- Programming itself guides the developer towards new language ideas:
 - Recursion was introduced by John McCarthy in the 1950's with the programming language Lisp to solve problems in AI.
 - Classes and objects were developed by Nygaard and Dahl in the 1960's and 70's for the language Simula in order to solve problem in simulations.

Take Away

- There exist many programming languages today (> 2000)
- In order to understand the similarities and differences \Rightarrow sort into *classes*
 - Imperative
 - assignment and iteration
 - Functional
 - Recursion, single valued variables
 - Logic/rule based
 - programs consist of rules
- Object-oriented
 - bundle data with the allowed operations

Assignments

- Assignment #0: Download & Read Syllabus – upload a copy of it into BS