

Programming Language Theory – Summer 2016

deepwaterooo

May 20, 2016

Contents

1 Introduction

2 References

1 Introduction

- A reposition for tracking summer2016 Programming Language Theory course.
- Spent about two hours on <The Racket Guide> book. First 100 pages are easy, but latter on pages I just got the impression, didn't really understand all the functions, structs, objects, inheritance, package module library etc.
- hw1: A in-class demo using Racket on Wednesday evening 5/25/2016. My teammate and I are planning on some kind of animation, but have not got the final ideas yet (DrRacket Image/Rsound Animation).

2 References

- framework <https://github.com/NetEase/lively-logic>
- <https://www.youtube.com/watch?v=SCh0zmP6R5A>
- <https://www.youtube.com/watch?v=ayqhX9UA6FY>
- <http://racket.tchen.me/practical-racket.html>
- face http://docs.racket-lang.org/draw/overview.html#%28part._.Lines_and_.Simple_.Shapes%29
- □ □ Σ° <https://www.zhihu.com/question/20789155>
- threads <http://www.ithao123.cn/content-4141200.html>
-
-
-