Programming Language Theory – Summer 2016

deepwaterooo

May 20, 2016
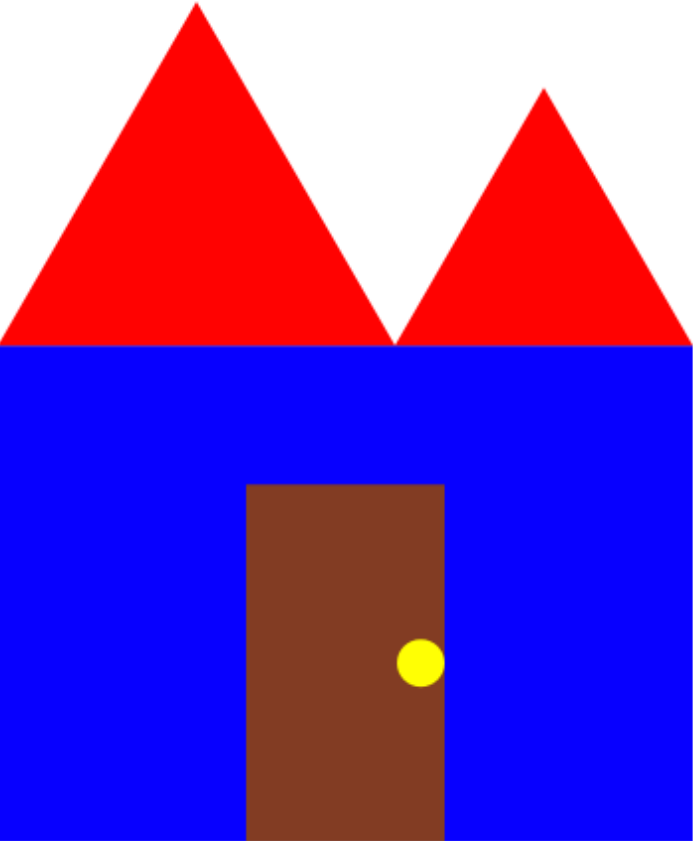
Contents

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 libray 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).

- A simple zombie house && zombie are looking like:

- willl work on tetris 3d in the evening.

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

- □ □ $\Sigma^{\underline{o}}$ https://www.zhihu.com/question/20789155

- threads http://www.ithao123.cn/content-4141200.html

- http://docs.racket-lang.org/draw/overview.html#(part._.Lines$_{and\_}$.Simple_.Shapes)

- http://docs.racket-lang.org/guide/classes.html

- https://docs.racket-lang.org/quick/

- http://docs.racket-lang.org/draw/index.html

-

-