

CPSC-354 Report

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Abstract

Every computer needs their own set of instructions and syntax in order to communicate with users and other computers. Programming languages are these sets of instructions that instruct a computer how to operate. Programming languages operate all kinds of computers in the modern world, including those found in automobiles and microwaves. The most popular programming languages used by developers and programmers today include Python, JavaScript, and C++. Even though these languages are different in many ways, they all originated from their own basic building blocks. These building blocks make each programming language unique in their use and functionality. For example, the difference between interpreted vs. compiled languages can lead to tradeoffs between syntax simplicity and performance issues. Each programming language has their own advantages and disadvantages, and the way they are structured determines what strengths and weaknesses it will have. This report aims to highlight what these building blocks are and how they can be used to build a fully functional programming language. This will be done through explorations of various concepts such as syntax trees, abstract reduction systems, and recursion applications. A final software project will also be showcased at the end, investigating how the Ruby programming language compares to other languages.

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1 Introduction

This report is written by Eleas Vrahnos, a third-year undergraduate at Chapman University at the time of this report's completion. It details all assignments and progress made in the Programming Languages course, CPSC 354. It includes weekly homework assignments and a final project that demonstrate understanding and application in various class topics covered that week. Almost all of these exercises are coded in the functional programming language Haskell, which is used to help make creating an example programming language interpreter as simple as possible.

2 Homework

This section will contain my solutions to the weekly homework assignments.

2.1 Week 1

The following is a Python implementation of the Euclidean algorithm:

```
def gcd(a,b):  
    while a != b:  
        if a > b:  
            a = a-b  
        else:  
            b = b-a  
    return a
```

We can test this code by going through the function with a sample input `gcd(9, 33)`, step by step.

1. `gcd(9, 33)`
 - The function is called, assigning 9 to variable `a` and 33 to variable `b`.
2. `while a != b:`
 - The while loop condition returns True, so the loop starts.
3. `else:`
 - `a > b` (`9 > 33`) returns False, so the else block executes.
4. `b = b-a`
 - `b` is now assigned to $33 - 9$, which is 24.
5. `while a != b:`
 - The while loop condition returns True, so the loop starts.
6. `else:`
 - `a > b` (`9 > 24`) returns False, so the else block executes.
7. `b = b-a`
 - `b` is now assigned to $24 - 9$, which is 15.
8. `while a != b:`
 - The while loop condition returns True, so the loop starts.
9. `else:`
 - `a > b` (`9 > 15`) returns False, so the else block executes.
10. `b = b-a`
 - `b` is now assigned to $15 - 9$, which is 6.
11. `while a != b:`
 - The while loop condition returns True, so the loop starts.
12. `if a > b:`
 - `a > b` (`9 > 6`) returns True, so the first block executes.
13. `a = a-b`
 - `a` is now assigned to $9 - 6$, which is 3.
14. `while a != b:`
 - The while loop condition returns True, so the loop starts.
15. `else:`
 - `a > b` (`3 > 6`) returns False, so the else block executes.
16. `b = b-a`
 - `b` is now assigned to $6 - 3$, which is 3.
17. `while a != b:`
 - The while loop condition returns False (`3 == 3`), so the loop ends.
18. `return a`
 - `a` is returned from the function, giving the correct greatest common divisor of **3**.

2.2 Week 2

The following are implementations of various functions in Haskell.

`select_evens`, lists the even-indexed elements of a given list:

```
-- Implementation
select_evens [] = [] -- in the case of a list with even number elements
select_evens (x:[]) = [] -- in the case of a list with odd number elements
select_evens (x:y:xs) = y : select_evens (xs)

-- Execution Sequence with example ["a","b","c","d","e"]
select_evens ["a","b","c","d","e"] =
  "b" : (select_evens["c","d","e"]) =
  "b" : ("d" : (select_evens["e"])) =
  "b" : ("d" : ([])) =
  ["b","d"]
```

`select_odds`, lists the odd-indexed elements of a given list:

```
-- Implementation
select_odds [] = [] -- in the case of a list with even number elements
select_odds (x:[]) = [x] -- in the case of a list with odd number elements
select_odds (x:y:xs) = x : select_odds (xs)

-- Execution Sequence with example ["a","b","c","d","e"]
select_odds ["a","b","c","d","e"] =
  "a" : (select_odds["c","d","e"]) =
  "a" : ("c" : (select_odds["e"])) =
  "a" : ("c" : ("e")) =
  ["a","c","e"]
```

`member`, determines whether an element is part of a given list:

```
-- Implementation
member a [] = False
member a (x:xs)
  | a==x = True
  | otherwise = member a (xs)

-- Execution Sequence with example 2 [5,2,6]
member 2 [5,2,6] =
  member 2 [2,6] =
  True
```

append, appends a list to another list:

```
-- Implementation
append [] ys = ys
append (x:xs) ys = x : append xs ys

-- Execution Sequence with example [1,2] [3,4,5]
append [1,2] [3,4,5] =
  1 : (append [2] [3,4,5]) =
  1 : (2 : (append [] [3,4,5])) =
  1 : (2 : ([3,4,5])) =
  [1,2,3,4,5]
```

revert, reverses a list:

```
-- Implementation
revert [] = []
revert (x:xs) = append (revert(xs)) [x]

-- Execution Sequence with example [1,2,3]
revert [1,2,3] =
  append (revert [2,3]) [1] =
  append (append (revert [3]) [2]) [1] =
  append (append (append (revert []) [3]) [2]) [1] =
  append (append (append [] [3]) [2]) [1] =
  append (append [3] [2]) [1] =
  append (3 : (append [] [2])) [1] =
  append (3 : [2]) [1] =
  append [3,2] [1] =
  3 : (append [2] [1]) =
  3 : (2 : (append [] [1])) =
  3 : (2 : [1]) =
  [3,2,1]
```

less_equal, checks if the element in a list is less than or equal to the same-indexed element in another list:

```
-- Implementation
less_equal [] [] = True
less_equal (x:xs) (y:ys)
  | x > y = False
  | otherwise = less_equal (xs) (ys)

-- Execution Sequence with example [1,2,3] [2,3,2]
less_equal [1,2,3] [2,3,2] =
  less_equal [2,3] [3,2] =
  less_equal [3] [2] =
  False
```

2.3 Week 3

The following investigates the Tower of Hanoi problem. Here is a given Haskell implementation describing moves in the game, as well as the execution sequence for the test input `hanoi 5 0 2`.

`-- Implementation`

```
hanoi 1 x y = move x y
```

```
hanoi (n+1) x y =  
    hanoi n x (other x y)  
    move x y  
    hanoi n (other x y) y
```

`-- Execution Sequence`

```
hanoi 5 0 2  
    hanoi 4 0 1  
        hanoi 3 0 2  
            hanoi 2 0 1  
                hanoi 1 0 2 = move 0 2  
                move 0 1  
                hanoi 1 2 1 = move 2 1  
            move 0 2  
            hanoi 2 1 2  
                hanoi 1 1 0 = move 1 0  
                move 1 2  
                hanoi 1 0 2 = move 0 2  
        move 0 1  
        hanoi 3 2 1  
            hanoi 2 2 0  
                hanoi 1 2 1 = move 2 1  
                move 2 0  
                hanoi 1 1 0 = move 1 0  
            move 2 1  
            hanoi 2 0 1  
                hanoi 1 0 2 = move 0 2  
                move 0 1  
                hanoi 1 2 1 = move 2 1  
    move 0 2  
    hanoi 4 1 2  
        hanoi 3 1 0  
            hanoi 2 1 2  
                hanoi 1 1 0 = move 1 0  
                move 1 2  
                hanoi 1 0 2 = move 0 2  
            move 1 0  
            hanoi 2 2 0  
                hanoi 1 2 1 = move 2 1  
                move 2 0  
                hanoi 1 1 0 = move 1 0  
        move 1 2  
        hanoi 3 0 2  
            hanoi 2 0 1  
                hanoi 1 0 2 = move 0 2  
                move 0 1  
                hanoi 1 2 1 = move 2 1  
            move 0 2
```

```

hanoi 2 1 2
  hanoi 1 1 0 = move 1 0
    move 1 2
      hanoi 1 0 2 = move 0 2

```

From this execution, the moves for a 5-ring Tower of Hanoi game can be seen as follows:

```

0->2, 0->1, 2->1, 0->2, 1->0, 1->2, 0->2, 0->1, 2->1, 2->0, 1->0, 2->1, 0->2, 0->1, 2->1, 0->2,
1->0, 1->2, 0->2, 1->0, 2->1, 2->0, 1->0, 1->2, 0->2, 0->1, 2->1, 0->2, 1->0, 1->2, 0->2

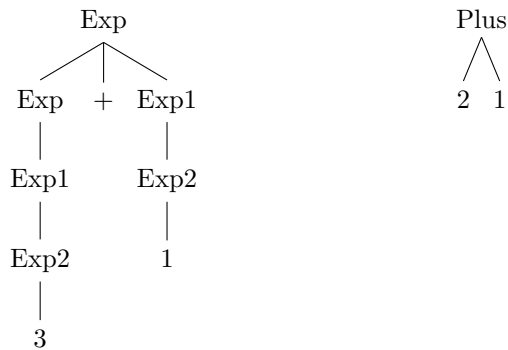
```

Analysis: From this computation, the word `hanoi` appears exactly 31 times in the execution. Based on executions of the game with a different number of starting rings, the formula $2^n - 1$ can be derived to determine how many times `hanoi` will appear, with `n` being the number of disks in the game.

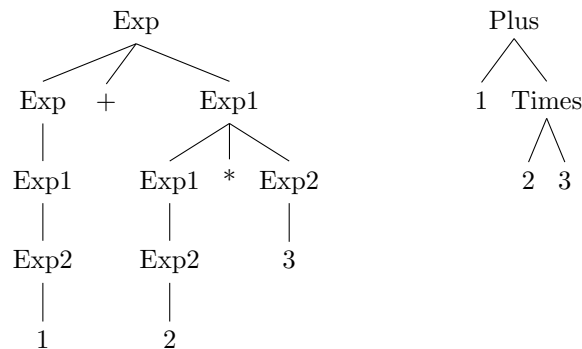
2.4 Week 4

The following compares concrete and abstract syntax trees of various mathematical expressions.

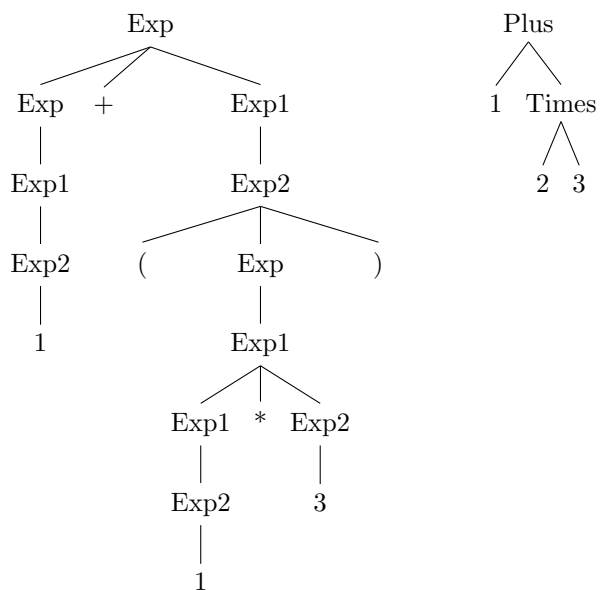
The expression $2 + 1$:



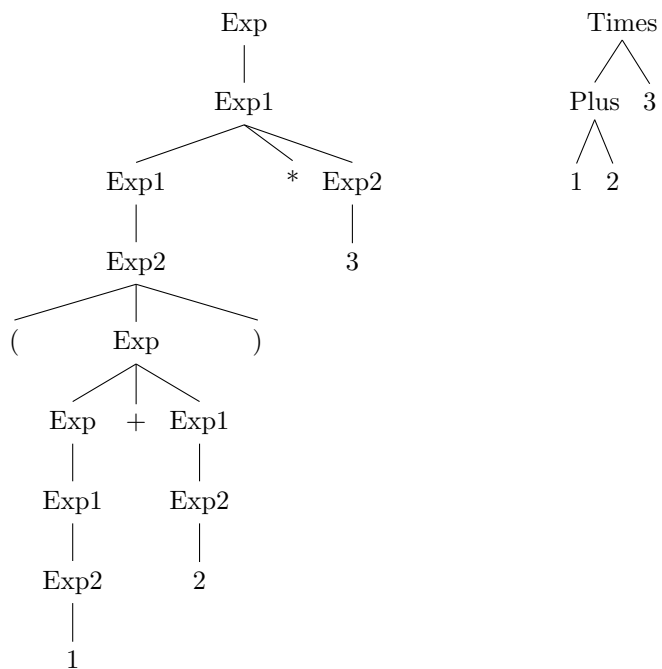
The expression $1 + 2 * 3$:



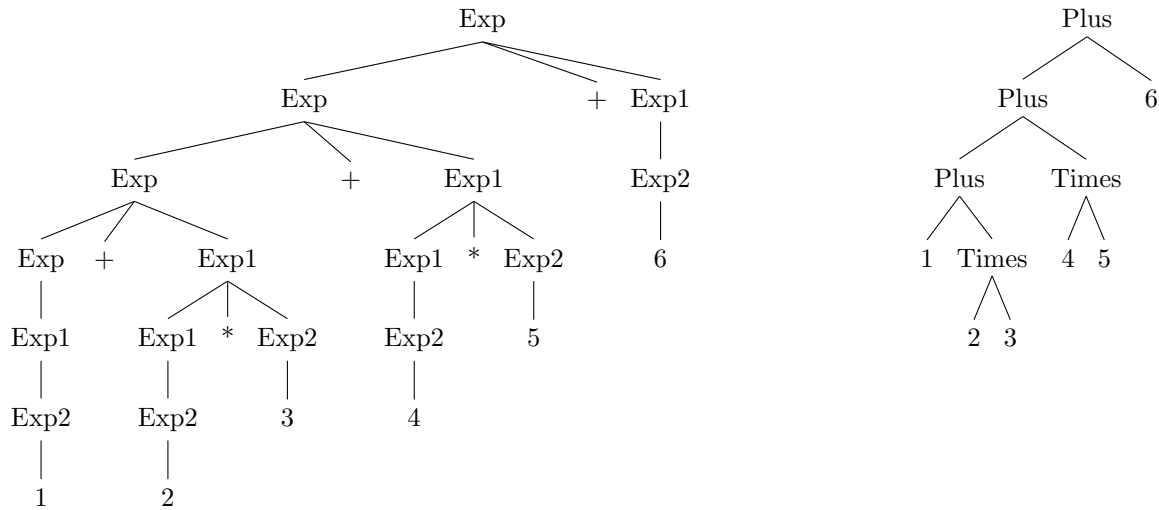
The expression $1 + (2 * 3)$:



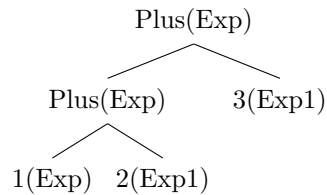
The expression $(1 + 2) * 3$:



The expression $1 + 2 * 3 + 4 * 5 + 6$:



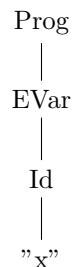
Analysis of the abstract syntax tree of $1 + 2 + 3$: The abstract syntax tree of $1 + 2 + 3$ would match the tree of $(1 + 2) + 3$. This is because the first breakdown of $+$ separates it to **Exp** and **Exp1**, and **Exp1** cannot reduce down to another sum. Therefore, the right side of the tree must become an integer, while the left side reduces down to a sum. The resulting tree would be as follows, which matches $(1 + 2) + 3$ and not $1 + (2 + 3)$.



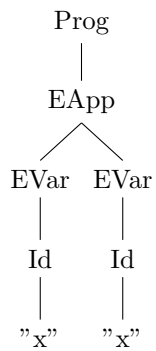
2.5 Week 5

After generating a working parser demonstrating lambda calculus, linearized abstract syntax trees and 2-dimensional notation abstract syntax trees can be generated for the below expressions.

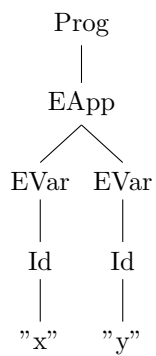
```
-- x
x
Prog (EVar (Id "x"))
```



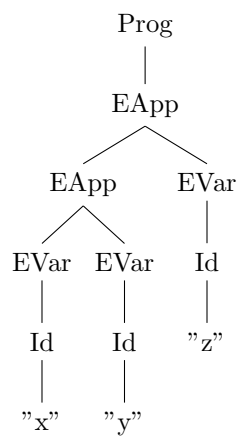
```
-- x x
x x
Prog (EApp (EVar (Id "x")) (EVar (Id "x")))
```



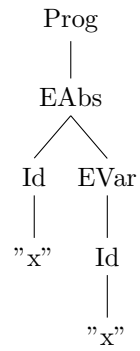
```
-- x y
x y
Prog (EApp (EVar (Id "x")) (EVar (Id "y")))
```



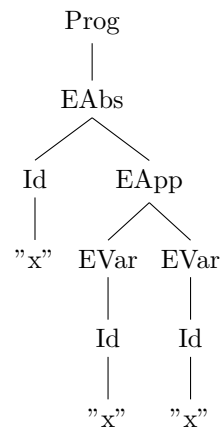
```
-- x y z
x y z
Prog (EApp (EApp (EVar (Id "x")) (EVar (Id "y")))) (EVar (Id "z")))
```



```
-- \ x.x  
\ x . x  
Prog (EAbs (Id "x") (EVar (Id "x")))
```



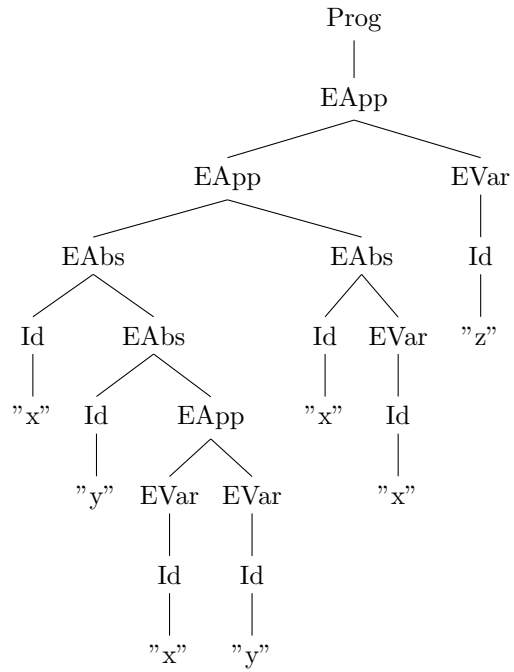
```
-- \ x.x x  
\ x . x x  
Prog (EAbs (Id "x") (EApp (EVar (Id "x")) (EVar (Id "x"))))
```



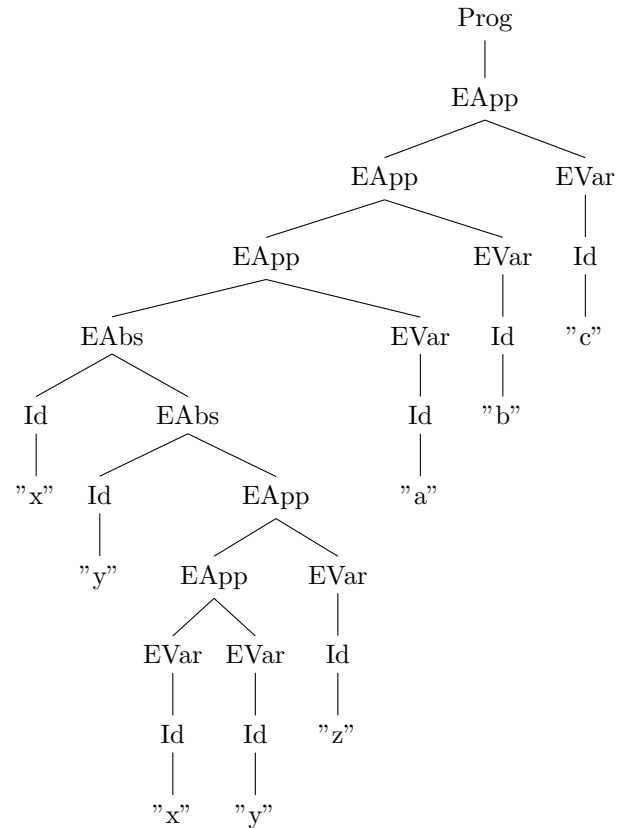
```

-- (\ x . (\ y . x y)) (\ x.x) z
\ x . \ y . x y (\ x . x)z
Prog (EApp (EApp (EAbs (Id "x") (EAbs (Id "y") (EApp (EVar (Id "x")) (EVar (Id "y")))))) (EAbs (Id
"x") (EVar (Id "x")))) (EVar (Id "z"))))

```



```
-- (\ x . \ y . x y z) a b c
\ x . \ y . x y z a b c
Prog (EApp (EApp (EApp (EAbs (Id "x") (EAbs (Id "y") (EApp (EApp (EVar (Id "x")) (EVar (Id "y"))))
(EVar (Id "z"))))) (EVar (Id "a")) (EVar (Id "b")) (EVar (Id "c"))))
```



The following will show the reduction of several lambda calculus expressions.

```
(\x.x) a =
a
```

```
\x.x a =
\x.x a
```

```
(\x.\y.x) a b =
(\y.a) b =
a
```

```
(\x.\y.y) a b =
(\y.y) b =
b
```

```
(\x.\y.x) a b c =
  (\y.a) b c =
    a c
```

```
(\x.\y.y) a b c =
  (\y.a) b c =
    b c
```

```
(\x.\y.x) a (b c) =
  (\y.a) (b c) =
    a
```

```
(\x.\y.y) a (b c) =
  (\y.y) (b c) =
    b c
```

```
(\x.\y.x) (a b) c =
  (\y.(a b)) c =
    a b
```

```
(\x.\y.y) (a b) c =
  (\y.y) c =
    c
```

```
(\x.\y.x) (a b c) =
  \y.(a b c)
```

```
(\x.\y.y) (a b c) =
  \y.y
```

```
evalCBN (\x.x)((\y.y)a) =
  evalCBN (EApp (EAbs (Id "x") (EVar (Id "x")))) (EApp (EAbs (Id "y") (EVar (Id "y")))) (EVar (Id
    "a")))) = -- converted to concrete format
  evalCBN (subst (Id "x") (EApp (EAbs (Id "y") (EVar (Id "y")))) (EVar (Id "a")))) (EVar (Id
    "x")) = -- line 27
  evalCBN (EApp (EAbs (Id "y") (EVar (Id "y")))) (EVar (Id "a"))) = -- reduction of subst in one
    step
  evalCBN (subst (Id "y") (EVar (Id "a")) (EVar (Id "y"))) = -- line 27
  EVar (Id "a") -- reduction of subst in one step
```

2.6 Week 6

The following is an evaluation of a longer lambda calculus expression.

```
-- (\exp . \two . \three . exp two three)
-- (\m.\n. m n)
-- (\f.\x. f (f x))
-- (\f.\x. f (f (f x)))

= ((\m.\n. m n) (\f.\x. f (f x)) (\f.\x. f (f (f x))))
= ((\m.\n. m n) (\f.\x. f (f x)) (\f2.\x2. f2 (f2 (f2 x2))))
= ((\n. (\f.\x. f (f x)) n) (\f2.\x2. f2 (f2 (f2 x2))))
= ((\f.\x. f (f x)) (\f2.\x2. f2 (f2 (f2 x2))))
= (\x. (\f2.\x2. f2 (f2 (f2 x2))) ((\f2.\x2. f2 (f2 (f2 x2))) x))
= (\x. (\x2. ((\f2.\x2. f2 (f2 (f2 x2))) x) ((\f2.\x2. f2 (f2 (f2 x2))) x) ((\f2.\x2. f2 (f2
  (f2 x2))) x) x2))))
= (\x. (\x2. (x (x (x ((\f2.\x2. f2 (f2 (f2 x2))) x) ((\f2.\x2. f2 (f2 (f2 x2))) x) x2))))))
= (\x. (\x2. (x (x (x ((\x2. x (x (x x2)))) ((\f2.\x2. f2 (f2 (f2 x2))) x) x2))))))
= (\x. (\x2. (x (x (x ((\x2. x (x (x ((\f2.\x2. f2 (f2 (f2 x2))) x) x2))))))))
= (\x. (\x2. (x (x (x (x (x (x ((\x2. x (x (x x2))) x2))))))))
= \x. \x2. x (x (x (x (x (x (x (x (x x2))))))))
```

2.7 Week 7

This section will investigate bound and free variables in a lambda-calculus interpreter.

The following is a section of the interpreter code.

```
evalCBN (EApp e1 e2) = case (evalCBN e1) of -- line 5
(EAbs i e3) -> evalCBN (subst i e2 e3)      -- line 6
e3 -> EApp e3 e2                            -- line 7
```

In this code, all variables (**e1**, **e2**, **e3**, and **i**) are **bound variables**. This is because the variable names can be changed without changing the function `evalCBN`.

```
e1:
  Binder: EApp e1 e2
  Scope: case (evalCBN e1) of | (EAbs i e3) -> evalCBN (subst i e2 e3) | e3 -> EApp e3 e2
e2:
  Binder: EApp e1 e2
  Scope: case (evalCBN e1) of | (EAbs i e3) -> evalCBN (subst i e2 e3) | e3 -> EApp e3 e2
e3:
  Binder (line 6): EAbs i e3
  Scope (line 6): subst i e2 e3
  Binder (line 7): e3
  Scope (line 7): EApp e3 e2
i:
  Binder: EAbs i e3
  Scope: subst i e2 e3
```

The following is another section of the interpreter code.

```
subst id s (EAbs id1 e1) =      -- line 18
let f = fresh (EAbs id1 e1)    -- line 20
    e2 = subst id1 (EVar f) e1 in -- line 21
    EAbs f (subst id s e2)      -- line 22
```

In this code, all variables (`id`, `s`, `id1`, `e1`, `f`, and `e2`) are **bound variables**. This is because the variable names can be changed without changing the function `subst`.

`id`:

Binder: `subst id s (EAbs id1 e1)`

Scope: `let f = fresh (EAbs id1 e1) | e2 = subst id1 (EVar f) e1 in | EAbs f (subst id s e2)`

`s`:

Binder: `subst id s (EAbs id1 e1)`

Scope: `let f = fresh (EAbs id1 e1) | e2 = subst id1 (EVar f) e1 in | EAbs f (subst id s e2)`

`id1`:

Binder: `EAbs id1 e1`

Scope: `let f = fresh (EAbs id1 e1) | e2 = subst id1 (EVar f) e1 in | EAbs f (subst id s e2)`

`e1`:

Binder: `EAbs id1 e1`

Scope: `let f = fresh (EAbs id1 e1) | e2 = subst id1 (EVar f) e1 in | EAbs f (subst id s e2)`

`f`:

Binder: `f = fresh (EAbs id1 e1)`

Scope: `| e2 = subst id1 (EVar f) e1 in | EAbs f (subst id s e2)`

`e2`:

Binder: `e2 = subst id1 (EVar f) e1`

Scope: `EAbs f (subst id s e2)`

Another example of `evalCBN` is demonstrated here:

```
evalCBN (\x.\y.x) y z =
  evalCBN (EApp (EApp (EAbs (Id "x") (EAbs (Id "y") (EVar (Id "x")))) (EVar (Id "y")) (EVar (Id
    "z")))) = -- converted to concrete format
  evalCBN (EApp (EApp (EAbs (Id "x") (EAbs (Id "y0") (EVar (Id "x")))) (EVar (Id "y")) (EVar
    (Id "z")))) = -- fresh applied in one step
  evalCBN (EApp (EApp (evalCBN (subst (Id "y0") (EVar (Id "y")) (EVar (Id "x")))) (EVar (Id
    "y")) (EVar (Id "z")))) = -- line 6
  evalCBN (EApp (EAbs (Id "y0") (EVar (Id "y")) (EVar (Id "z")))) = -- subst reduction
  evalCBN (EApp (evalCBN (subst (Id "y0") (EVar (Id "z")) (EVar (Id "y")))) (EVar (Id "z")))) =
    -- line 6
  evalCBN (EVar (Id "y")) = -- subst reduction
  EVar (Id "y") -- evalCBN x = x
```

The following is an analysis of several abstract reduction systems.

$A=\{\}$

A picture will not be drawn for this, for it is just an empty set. This ARS is terminating because it cannot reduce any further. It is confluent because every peak converges to the same result. It has a unique normal form (which is the empty set).

$A=\{a\}$ and $R=\{\}$

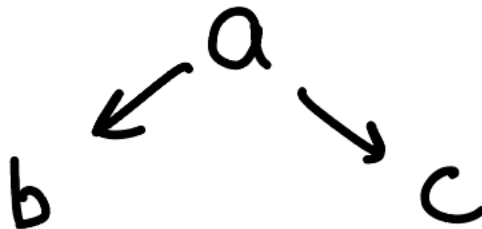
A picture will not be drawn for this, for it is just the letter "a". This ARS is terminating because it cannot reduce any further. It is confluent because every peak converges to the same result. It has a unique normal form (which is "a").

$A=\{a\}$ and $R=\{(a,a)\}$



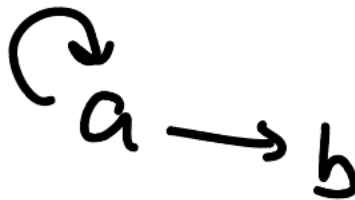
This ARS is not terminating because it can always reduce further. It is confluent because every peak converges to the same result. It has a unique normal form (which is "a").

$A=\{a,b,c\}$ and $R=\{(a,b),(a,c)\}$



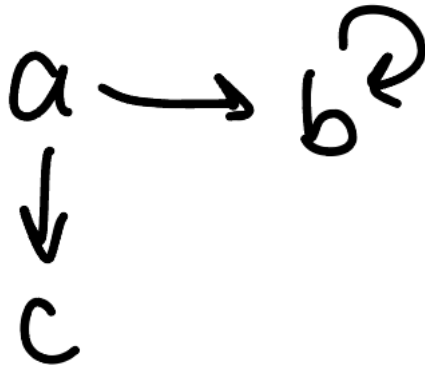
This ARS is terminating because it cannot reduce any further. It is not confluent since the computations do not converge back. It does not have a unique normal form.

$A=\{a,b\}$ and $R=\{(a,a),(a,b)\}$



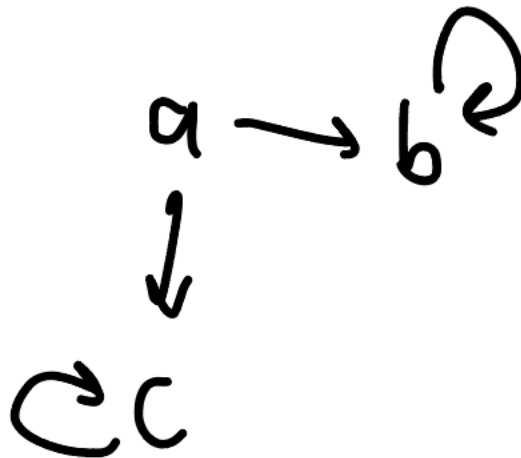
This ARS is not terminating because it can always reduce further. It is not confluent since the computations do not converge back. It does not have a unique normal form.

$A = \{a, b, c\}$ and $R = \{(a, b), (b, b), (a, c)\}$



This ARS is not terminating because it can always reduce further. It is not confluent since the computations do not converge back. It does not have a unique normal form.

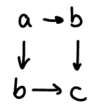
$A = \{a, b, c\}$ and $R = \{(a, b), (b, b), (a, c), (c, c)\}$



This ARS is not terminating because it can always reduce further. It is not confluent since the computations do not converge back. It does not have a unique normal form.

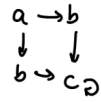
Lastly, the 8 different cases of confluence, termination, and presence of unique normal forms will be shown.

True, True, True:



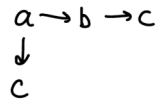
True, True, False: Congruence implies that there are unique normal forms, so there is no example of this case.

True, False, True:



True, False, False: Congruence implies that there are unique normal forms, so there is no example of this case.

False, True, True:



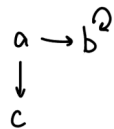
False, True, False:



False, False, True:



False, False, False:



2.8 Week 8

The following will investigate properties of the following rewrite system:

```
aa -> a
bb -> b
ba -> ab
ab -> ba
```

Termination: This ARS does not terminate because of the final two rules. There is a cycle between the strings `ab` and `ba`, meaning that there is no end to the cycle if there exists either of these strings.

Normal forms: The normal forms of this ARS are therefore an empty string, `a`, and `b`. Any string longer than one character with just `ab` and `ba` will be rewritten as another same-length string, as per the rewrite rules.

Unique normal forms: These rewrite rules can be slightly altered so that the ARS can be defined as having unique normal forms. If we treat `a` and `b` as the base-10 digits 0 and 1, it has a slightly different meaning. Because base-10 numbers inherently have an order (0 before 1), these new rewrite rules will allow constant reduction to a normal form not by length, but by number size.

ARS function: The normal forms of this updated rewrite system would thus be the lowest number possible that can be reduced from the starting string. In terms of `a` and `b`, the resulting string would have all `a`'s to the left and all `b`'s to the right. However, this letter form does not have much meaning, as the letters do not have a predefined comparison order, and thus cannot be counted as a normal form. The normal forms in terms of 0 and 1 has more meaning.

2.9 Week 9

Regarding the final project, the following deadlines will be made to keep track of progress of my programming language exploration:

November 13: Create a tutorial that covers the evolution of Ruby and the fundamentals of the programming language. The tutorial part will cover these categories: basics, control structures, and collections. Exercises and their answers will be provided.

November 20: Have an idea for the project portion of the report laid out in detail.

November 27: Have said project complete and full within the report.

December 4: Have the critical appraisal completed, and therefore the entirety of the Project section of the report complete.

The next section will involve an analysis of the following ARS:

```
ba -> ab
ab -> ba
ac -> ca
ca -> ac
bc -> cb
cb -> bc

aa -> b
ab -> c
ac ->
bb ->
cb -> a
cc -> b
```

The first thing to note is that with this current version of the ARS, it is not terminating, nor does order of the letters matter. This is because the top half of the ARS does not show the entire ARS to be a complete measure function, and that any combination of letters can be reoriented within the entire string.

Also to note are some normal forms, which include the empty string (from Rules 9 and 10) and the one-character strings (a, b, c). The first thing of notice is that any string larger than 1 character can be reduced to a form without any as. This is because of the reordering rules. Say we order our string so that all as appear first, followed by bs and cs. Generally, This would turn every pair of as into bs, with any lone as therefore joining with newly created bs to form cs. This observation holds for smaller strings as well, of course including those strings that don't contain a to begin with.

After noticing all strings (except for a) can be reduced to a string without as, I noticed that if the resulting string has an even number of bs and $C \bmod 4 == 0$ (where C is the number of cs in the string), then the string will reduce to an empty string. This is dependent on Rule 10 and Rule 12, saying that if all cs eventually reduce to an even number of bs, and there were originally an even number of bs already present in the string, then everything will reduce to an empty string.

2.10 Week 10

The following is a calculation of $fix_F 2$ using equational reasoning.

```
fix_F 2 = (\n. if n == 0 then 1 else n * fix_F (n-1)) 2
        = if 2 == 0 then 1 else 2 * fix_F (2-1)
        = 2 * (fix_F 1)
        = 2 * (\n. if n == 0 then 1 else n * fix_F (n-1)) 1
        = 2 * (if 1 == 0 then 1 else 1 * fix_F (1-1))
        = 2 * (1 * fix_F 0)
        = 2 * (1 * (\n. if n == 0 then 1 else n * fix_F (n-1)) 0)
        = 2 * (1 * (if 0 == 0 then 1 else 0 * fix_F (0-1)))
        = 2 * (1 * (1))
        = 2
```

2.11 Week 11

Some excerpts and my thoughts regarding contracts in the field of financial engineering.

A question I posed:

Q: Reading into "Composing Contracts: An Adventure in Financial Engineering", I was wondering about the global-scale technological opportunities of this new way of creating financial contracts. If this method of composing contracts was more widely known today, how would that affect the process of how contracts are done and agreed on? Could it affect the values of the contract themselves?

Excerpts of conversations I replied to:

Q: For financial traders making trades with this system, would this system be dangerous for those not capable of understanding the grammar thoroughly? What is to stop someone from making a predatory contract, and obfuscating the malicious details with syntax?

A: I was also thinking about the dangerous side of the potential capabilities of creating the entire financial engineering side of contracts. Neutrality in many aspects should be ensured to keep fairness and visibility in this kind of program. For example, a more experienced programmer should not have some kind of advantage over a lesser experienced programmer.

Q: If financial experts took the time to learn the language, how beneficial would it really be? In the article it states "identifying the 'right' primitive combinators is quite a challenge." So would it be worth/necessary for financial experts to try?

A: I was thinking about the non-contract-related opportunities of this financial language. Even if learning the language perfectly had no beneficial effect to using these contracts, it can be beneficial outside of creating contracts. Programming is widely known as an essential skill in many fields, and it can still prove to be useful at least somewhere else, since financial engineering combines two big seemingly-unrelated fields.

3 Project

This section will contain all details for my final project of this course.

3.1 Specification

For my final project, I plan to learn a new programming language, give a concise but informative tutorial on it, and develop a project that ties in to the course material. For this, I plan to learn Ruby. Learning a new popular language could be beneficial for personal purposes. My goal is to both learn a relevant language and utilize some concepts learned in the course to create a meaningful project that represents my knowledge of programming languages. The representative project of choice will be determined in the near future.

3.2 Prototype

Regarding the final project, the following deadlines will be made to keep track of progress of my programming language exploration:

November 13: Create a tutorial that covers the evolution of Ruby and the fundamentals of the programming language. The tutorial part will cover these categories: basics, control structures, and collections. Exercises and their answers will be provided.

November 20: Have an idea for the project portion of the report laid out in detail.

November 27: Have said project complete and full within the report.

December 4: Have the critical appraisal completed, and therefore the entirety of the Project section of the report complete.

The prototype tutorial can be found at the following link: <https://hackmd.io/@evrahnos/rJyCCKdri>

4 Conclusions

To be written at a later date.