년도/학기	2021/2학기	교과목명	프로	-그래밍언어론	교과목번호/	/강좌번호	109324/31001	
이수구분	전선	학점	3		강의시간		금(1 ~ 4)	
CICLO AND I								
담당교수정보] 교수명	김진대	소속	ì	컴퓨터공학과	이메일	jindae.k	im@seoultech.ac.kr	
면담가능시간	Contact me before visit.	연락	처	02-970-6717	연구실	Mirae I	Mirae Hall 331	
HOMEPAGE								
강의계획]								
과목개요	This course provide By understanding of appropriate progra  The first half of the During this period, names, bindings, ex There will be practic  In the other half of and logic languages As a practice, you we Most of the lecture However, mid-term	es understanding common concept mming language e course covers la you will learn wh xpressions, state ice sessions to po the course, we we so will also learn two es will be held on a and final exams	g of prog ts and pa to satist anguage hich thin ments, e rovide si will discu o progra dine, whi s will be	cramming language design aradigms, we can learn new fy various software required design principles and concepts are considered to design the consi	principles, concept w programming land ements. cepts. In a programming such principles and ming language part inctional) and Pro- leos and online pri methods will be principles.	language, as d concepts. radigms, inci log (logic). actice session	digms. re easily and choose and s well as concepts such duding OOP, functional	
교육목표	<ul> <li>Understand programming language concepts such as types, control flows, syntax, semantics, compilation and interpretation.</li> <li>Know about programming language paradigm including imperative, object oriented, functional and logic programming languages.</li> <li>Learn basic features of several programming languages in different paradigms with practice.</li> </ul>							
학습성과관련도 (L3=상) (L2=중) (L1=하)	<ul> <li>이론이나 알고리즘을 수식 또는 프로그래밍 등을 통해 검증할 수 있는 능력 (L2)</li> <li>컴퓨팅 분야의 문제를 해결하기 위해 최신 정보, 연구 결과, 프로그래밍 언어를 포함한 적절한 도구 등을 활용할 수 있는 능력 (L1)</li> <li>사용자 요구사항과 현실적 제한요건을 고려하여 하드웨어 또는 소프트웨어 시스템을 설계할 수 있는 능력 (L3)</li> <li>다양한 환경에서 효과적으로 의사소통할 수 있는 능력 (L2)</li> <li>컴퓨팅 분야의 해결방안이 안전, 경제, 사회, 환경 등에 미치는 영향을 이해할 수 있는 능력 (L2)</li> </ul>							
교재 및 참고서적	There is no official textbook.  If you want to study further, you may check the following books as references.  - Michael L. Scott, Programming Language Pragmatics, 4th Edition, Morgan Kaufmann  - Maurizio Gabbrielli and Simone Martini, Programming Languages: Principles and Paradigms, Springer-Verlag London  - Robert W. Sebesta, Concepts of Programming Languages, 11th edition, Pearson							
활용 기자재	PC, laptop, etc.							
성적평가방법	- Midterm (40%) - Final (40%) - Assignments (20%)  Exams include problem solving questions as well as writing simple code. You are required to submit assignments after practice sessions.							

## [주별강의계획]

		비고
1	Introduction	Online Lecture & Practice
2	Programming Language Principles 1	Online Lecture & Practice
3	Programming Language Principles 2	Online Lecture & Practice
4	Names, Bindings and Scopes	Online Lecture & Practice
5	Memory Management	Online Lecture & Practice
6	Control Structure	Online Lecture & Practice
7	Control Abstraction + Data Types	Online Lecture & Practice
8	Mid-term Exam	Offline Exam
9	Programming Language Paradigm Overview and Scripting Language	Online Lecture & Practice
10	Programming Language Paradigm: Object Oriented	Online Lecture & Practice
11	Programming Language Paradigm: Functional 1	Online Lecture & Practice
12	Programming Language Paradigm: Functional 2	Online Lecture & Practice
13	Programming Language Paradigm: Logic 1	Online Lecture & Practice
14	Programming Language Paradigm: Logic 2	Online Lecture & Practice
15	Final Exam	Offline Exam
16		