

# Introduction to Julia

## Foreword

`julia` is a language which I have a love-hate relationship with. If the first programming language you learned is `python`, I think `julia` offers a fresh take on what you can do with computers while having the interactivensess of `python`. It has a lot of modern features built into the language, such as its just-in-time (JIT) compilation, multiple dispatch, and metaprogramming capabilities. It also comes with its own package manager, which is quite nice to use. This makes `julia` a great “advance” language for data scientists to learn after `python`. However, the `julia` ecosystem is not nearly as mature as `python`, as a lot of its packages are maintained by small communities, and some time they lead to down some dead ends.

Nonetheless, `julia` is a fun language to play with. `julia` often offers more flexibility and performance than `python`, and its ecosystem has a lot of interesting research codes which are often not found in other ecosystem. So in this lab, we are going to go through

## Outline

Foreword .....	1
Key Concepts .....	2
Julia has a JIT compiler .....	2
Julia has multiple dispatch .....	2
Julia has a package manager .....	2
Basic Syntax .....	2
Variables .....	2
Functions .....	2
Control Flow .....	2
Writing an insertion sort algorithm .....	2
Packaging code .....	2
Building documentation .....	2
Documenter.jl .....	2
Writing tests .....	2
Best practices .....	2
Type stability .....	2
Write functions .....	2
Development tips .....	2
Noteworthy libraries .....	2

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## Key Concepts

Julia has a JIT compiler

Julia has multiple dispatch

For the people who learn `python` as their first programming language, and perhaps engaged in some projects related to `python`, you may find `julia` quite odd in the sense that **it does not have classes**.

Julia has a package manager

## Basic Syntax

Variables

Functions

Control Flow

Writing an insertion sort algorithm

## Packaging code

## Building documentation

Documenter.jl

## Writing tests

## Best practices

Type stability

Write functions

## Development tips

## Noteworthy libraries