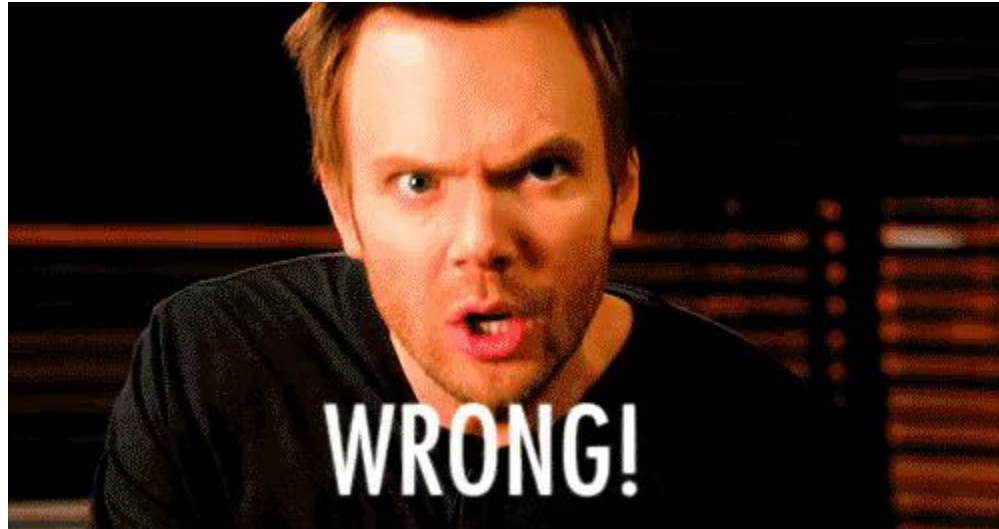


Programming Languages

Intro to the course

Why?

- You know probably Java, C, C++, ...
- You think that you master a program language and you can do everything



You will become wise



Why?

There are different ways to program!

With this course you will develop:

- skills in programming in different types of programming languages → easy to pick up new languages
- skills in analysing advantages and disadvantages of different language constructs → choose your own weapon

+ It is a mandatory course ;)

How?

Two parallel threads

- Theory of Programming: study constructs and semantics of different languages (e.g., Scoping rules, Types, Parameters, Exceptions, ...)
 - Book
 - Standard frontal lectures
 - Jacopo Mauro
 - Mondays
- Haskell - Functional programming language
 - Tutorial
 - Exercises
 - Peter Schneider-Kamp
 - The other frontal lecture days

Exam

- 7 grades scale + Internal examiner
- Two parts that will merge the grade
- **Need to pass both parts!**
- Theory:
 - 4h written exam
 - **No external auxiliary material allowed**
- Haskell
 - Project with interim delivery and final report

Material

- Theory:
 - Programming Languages: Principles and Paradigms (Gabbrielli Maurizio, Martini Simone) - available freely through library
 - Slides
- Haskell
 - Thinking Functionally with Haskell by Richard Bird
 - Learn You a Haskell for Great Good by Miran Lopovaca

Lecturer

- Theory Lecturer: Jacopo Mauro
 - <https://jacopomauro.com>
 - mauro@imada.sdu.dk
 - Available before, after and during the break + appointments by email
- Haskell Lecturer: Peter Schneider-Kamp
 - <https://sdu.dk/staff/petersk/>
 - petersk@imada.sdu.dk
 - Available before, after and during the break + appointments by email
- Teaching assistant (TA):
 - Jonas Stisen <josti15@student.sdu.dk>

Common Rules on Theory classes

- No laptop/mobile during the classes (unless used to take notes)
 - Taking notes by hand helps you remembering better!
- Lectures
 - Start 15 minutes past
 - Brake of only 5 minutes in the middle
 - We finish 10 minutes early