CMPS 359: Introduction to Functional Programming with Racket

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August 26, 2019

The four main objectives of this course are to:

1. Learn systematic program design and problem classification.

2. Spend a nontrivial amount of time programming in a functional programming language.

3. Understand the features of functional programming languages and how the design of a functional program differs from an imperative program.

4. Think differently about what programming is.

Along the way you will also learn about the following concepts:

- How the development of scripts differs from event driven programs

- How data influences the design of programs

- Higher Order Functions

- Recursion

- Immutable Data

- Employ program design as a team

Grades will come from the following sources and are weighted as follows (subject to change):

- Smaller Programming Assignments: 15%

- Projects: 50%

- Midterm: 15%

- Final Project: 20%

Office Hours: MWF 2-4

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