

PPL 4/6

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Assignment 4

- He's reading from the PDF so I don't really have any notes to take yet
- Now he's showing us code, but there still really isn't much to take notes over

Control Flow

- Maintaining the order of execution of things in our compiler

Language Mechanisms

- We like to group things
- We have sequencing which is the idea to just execute one thing after another
- We have selection which represents conditions and choices: i.e. if/else, cases, switches
- We have iteration which is the repetition of execution of code
- We have procedural abstraction (which I haven't actually heard of before) which is a logical aggregation of work
- We have recursion which requires a stack to save information. A function is calling itself
- Those are the five standard language mechanisms, but for control flow we also have concurrency and exception handling/speculation
 - for our purposes, these are the same, but in more advanced courses these are two different things.
- Did he say what parallelism is? I have no idea
- Concurrency is when parts of a program are executed at the same time, either in part or in whole
- Exception Handling/Speculation: A code snippet that is executed knowing that there is a possibility of something going wrong. There are mechanisms to handle the error