

1 - Intro to Programming Languages

Supplemental

Lecture

- Languages we will learn: Python (fluency), Haskell, and Prolog (basics)

Programming Paradigms

- Imperative (C)
 - Statements, loops, mutable variables
- OOP (Smalltalk)
 - Object-based
 - Objects send messages and have properties
- Functional (Haskell)
 - Math-like functions
 - There are no statements or iterations, only equations
- Logical (Prolog)
 - Define a set of facts and rules
 - Query rules

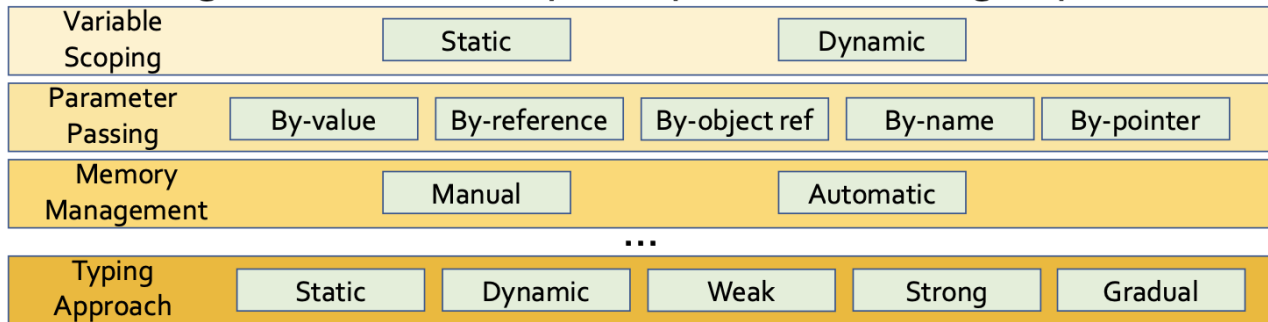
Language choices can include:

- Type checking
 - Static, dynamic
- Parameter passing
 - By-value, reference, pointer, object reference
- Scoping
 - Lexical or dynamic
- Memory management

- Manual or automatic



We'll go wide and survey the spectrum of design options



Parameter Passing

- By-value
 - The function creates a copy of the object
 - No changes saved to original variable
- By-reference
 - The function takes the variables address
 - Changing the reference's property changes the original variable's properties
 - BUT, assignment also changes the original bc its an alias
 - I.e. if we take input `s`, then set `s = new ...`
 - The original changes to the new object
- By-pointer
 - The function takes a pointer to the address
 - So any pointer based property changes willl reflect
 - But new assignment only redirects the pointer so the og var does not change
 - E.g., func takes input `s`, `s→prop = something` changes the og var

- But `s = new prop` does NOT change the OG
- By object reference
 - Same as by-pointer BUT no object dereferencing

Compiling and Linking

Syntax spec - specifies the syntax of a language (Grammar)

Section 1.31.5.a: Variable Incrementation

`b = a++;` 1. Copy the value of `a` into `b`
 2. Set `a`'s value equal to `a+1`

`b = ++a;` 1. Set `a`'s value equal to `a+1`
 2. Copy updated value of `a` into `b`

...

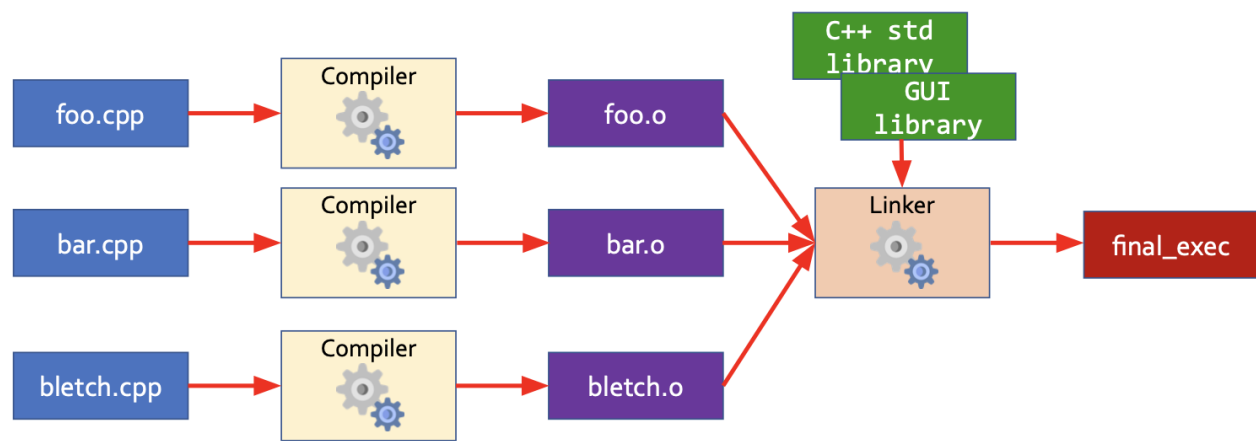
Compiler - translates program source code into object modules (either machine language or bytecode for an interpreter)

- **Lexical analyzer** - breaks source code into lexical tokens/units (keywords like `for`, `while`, etc.)
 - E.g. if you type `"fro"` instead of `"for"` it will throw
- **Parser** checks lexical tokens and validates for syntax; usually listed in EBNF (extended Backus–Naur form); and creates an abstract syntax tree (AST)
 - E.g. missing closing parentheses throws an error
- **Semantic analyzer** takes AST and checks semantic validity and updates the AST nodes and outputs and

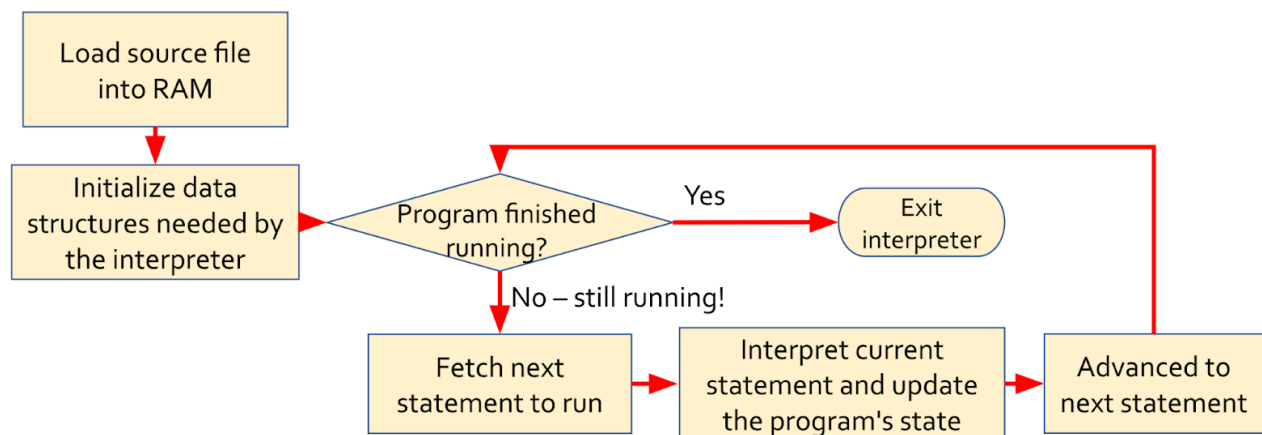
annotated pare tree

- E.g., checks multiplying a string with an int
- **Intermediate representation generator** creates an abstract/agnostic representation of the tree from the APT and outputs an intermediate representation
 - May look like assembly
- **Code generator** - converts to machine code or bytecode into an object file for an interpreter or JIT compiler
 - Architecture specific e.g., x86, MIPS, etc.

Linker - combines multiple object modules and libraries into single executable file or lib



Interpreter - directly executes program statements without compiling them to machine language first



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SUMMARY