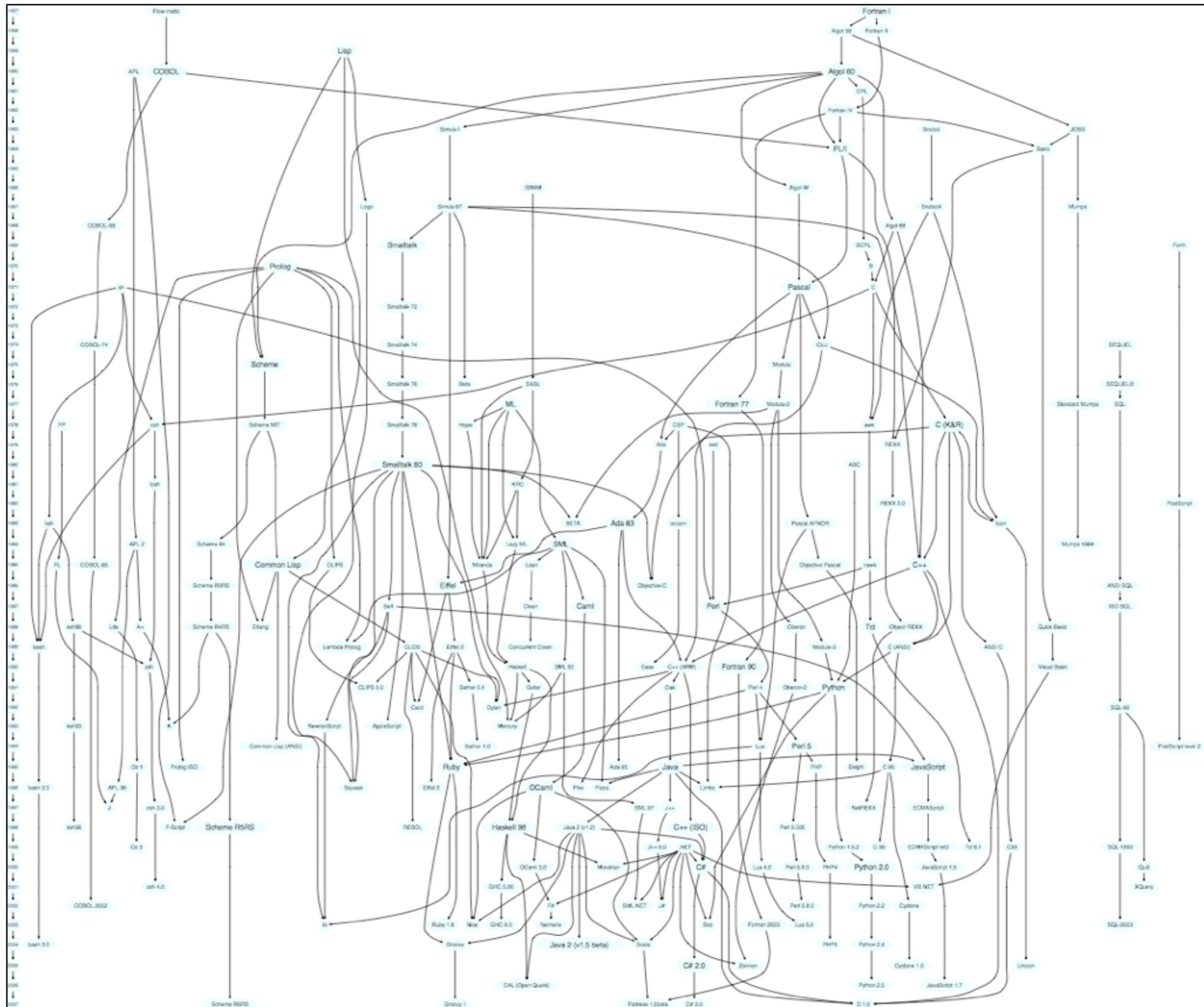


Topic List

Programming Languages:

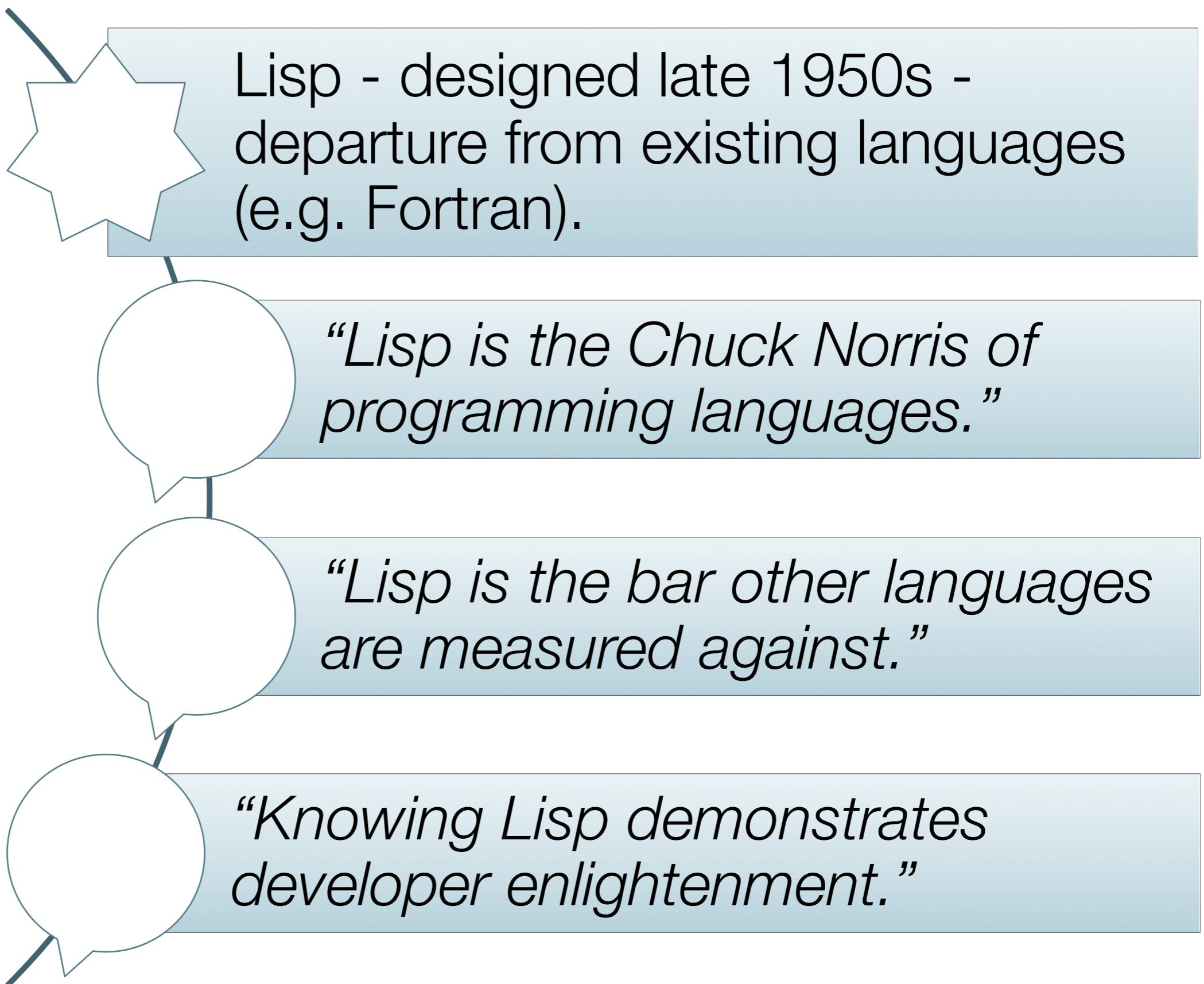
- Family Trees.
- Characteristics.
- Typing Spectrum.

Family Tree



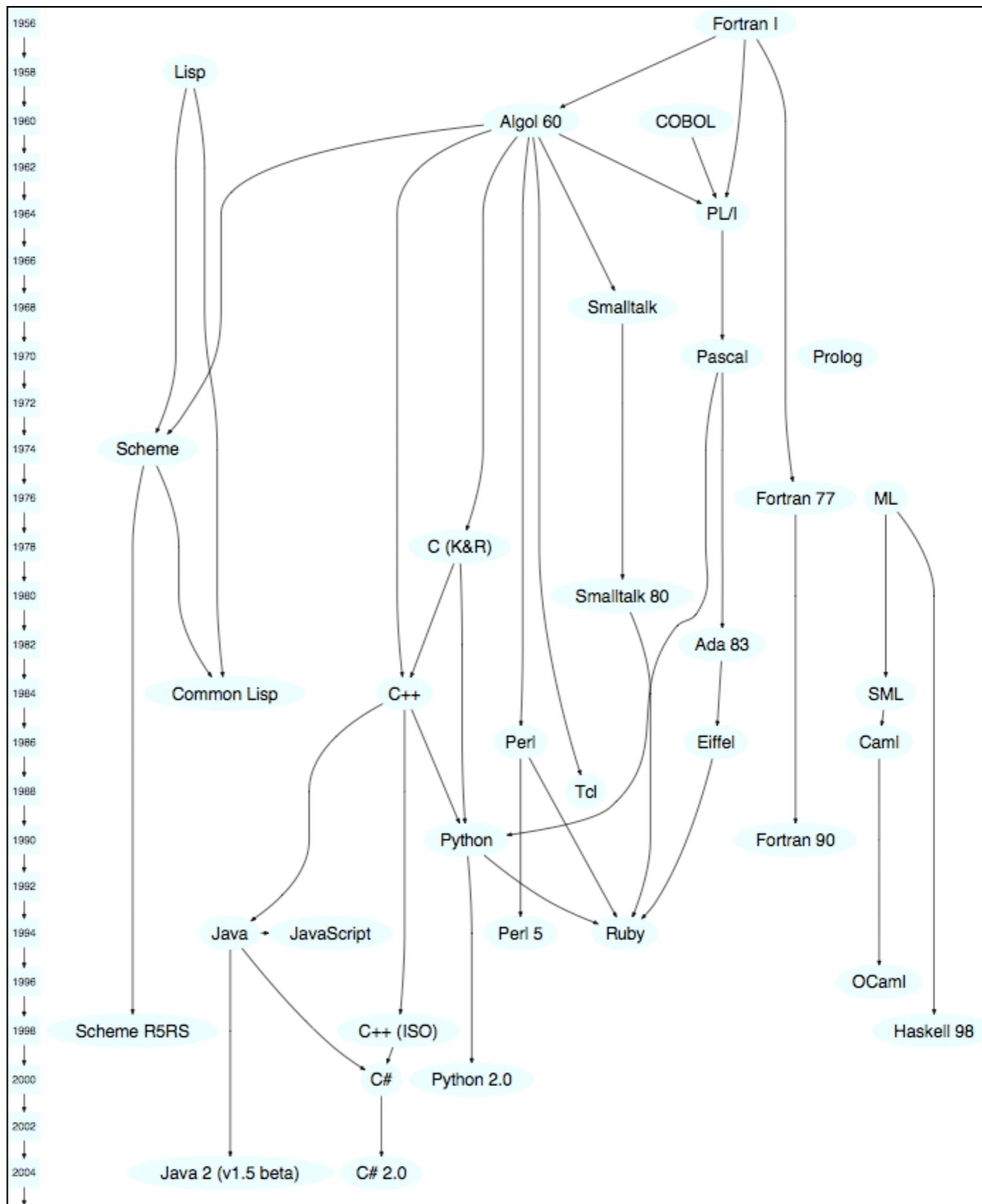
Family Tree

Lisp, Fortran Cluster



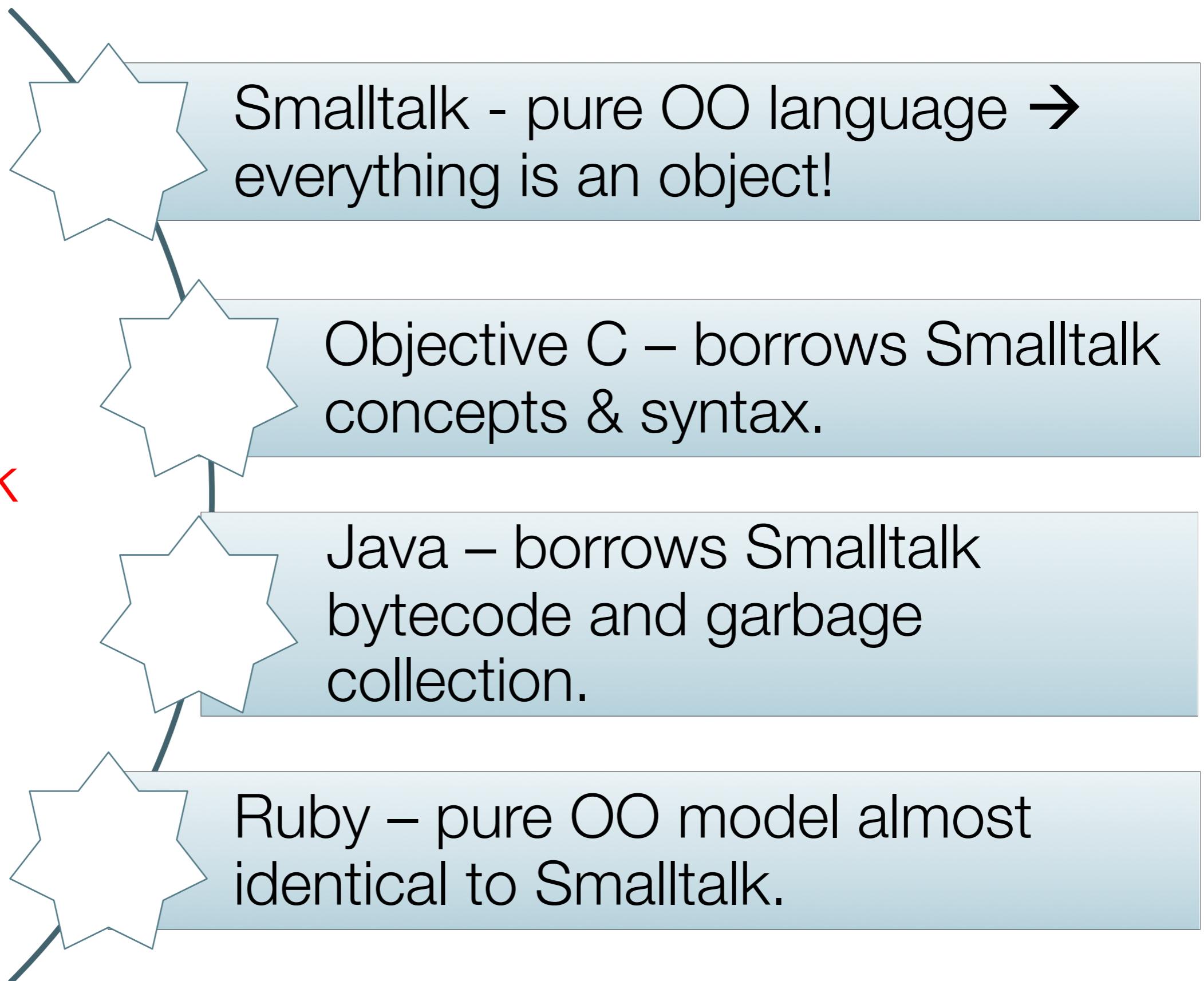
Family Tree

Lisp,
Fortran
Cluster



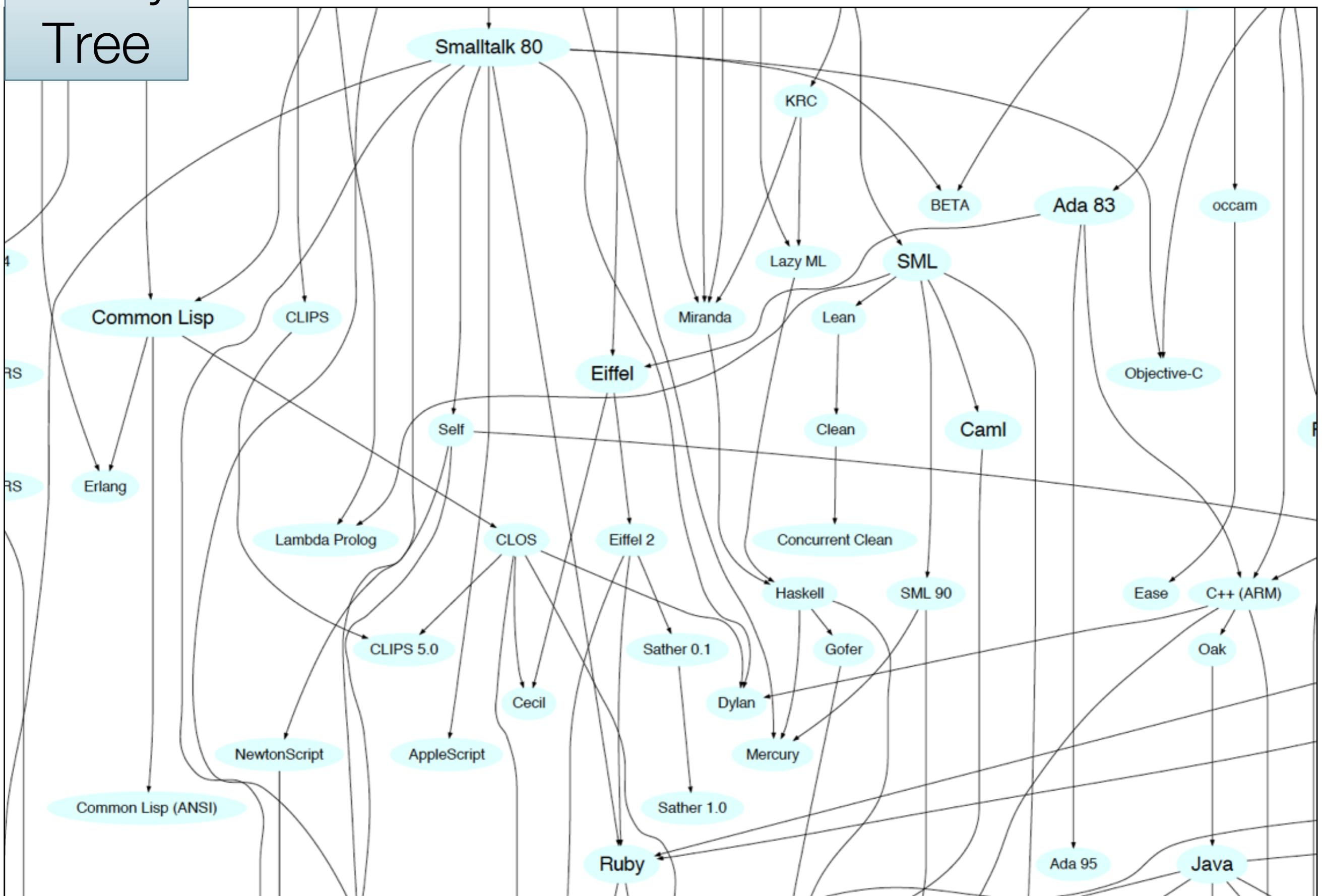
Family Tree

Smalltalk Cluster



Family Tree

Smalltalk Cluster



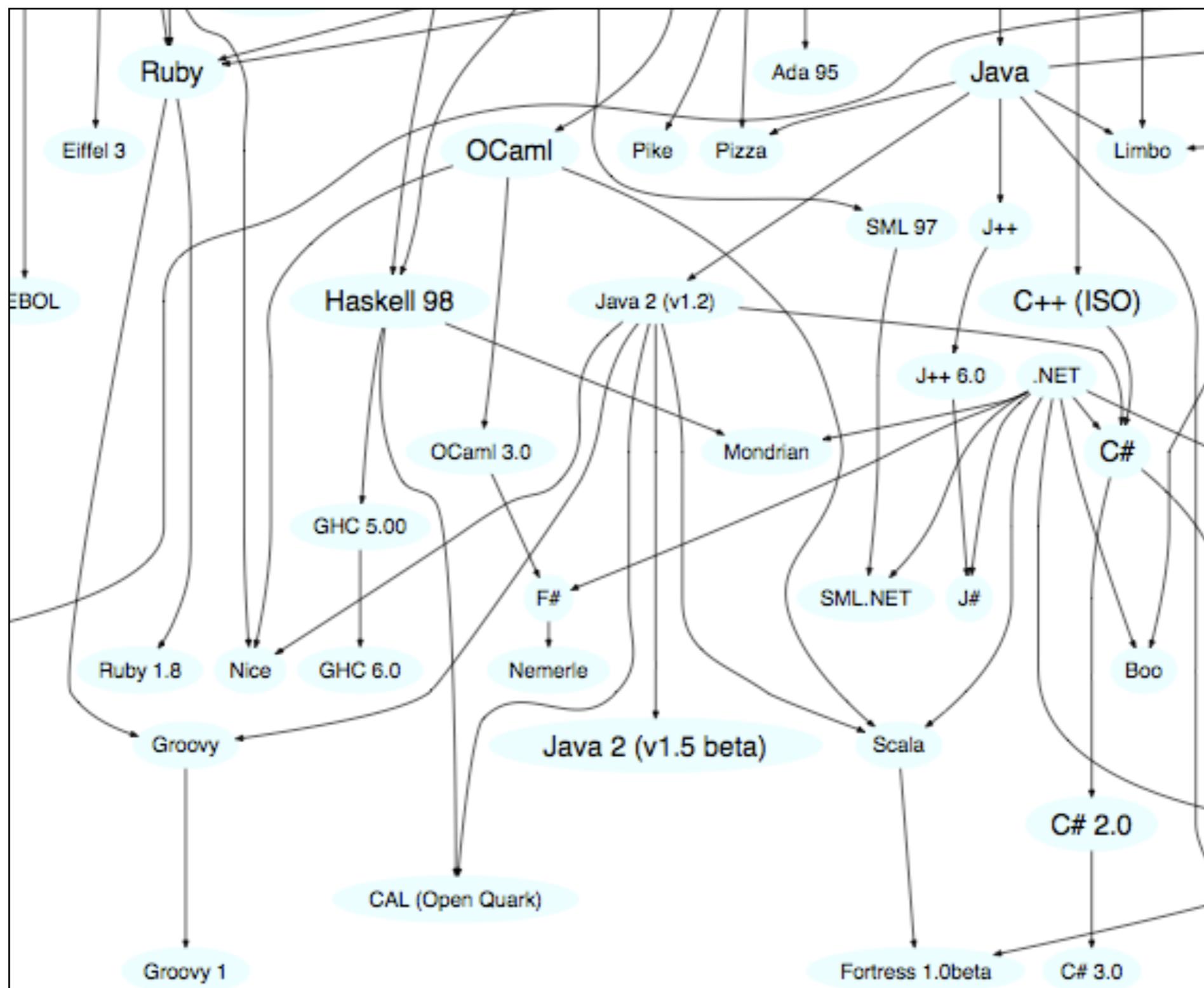
```
graph LR; A[Smalltalk] <--> B["Mainstream  
OO Languages"]
```

Smalltalk

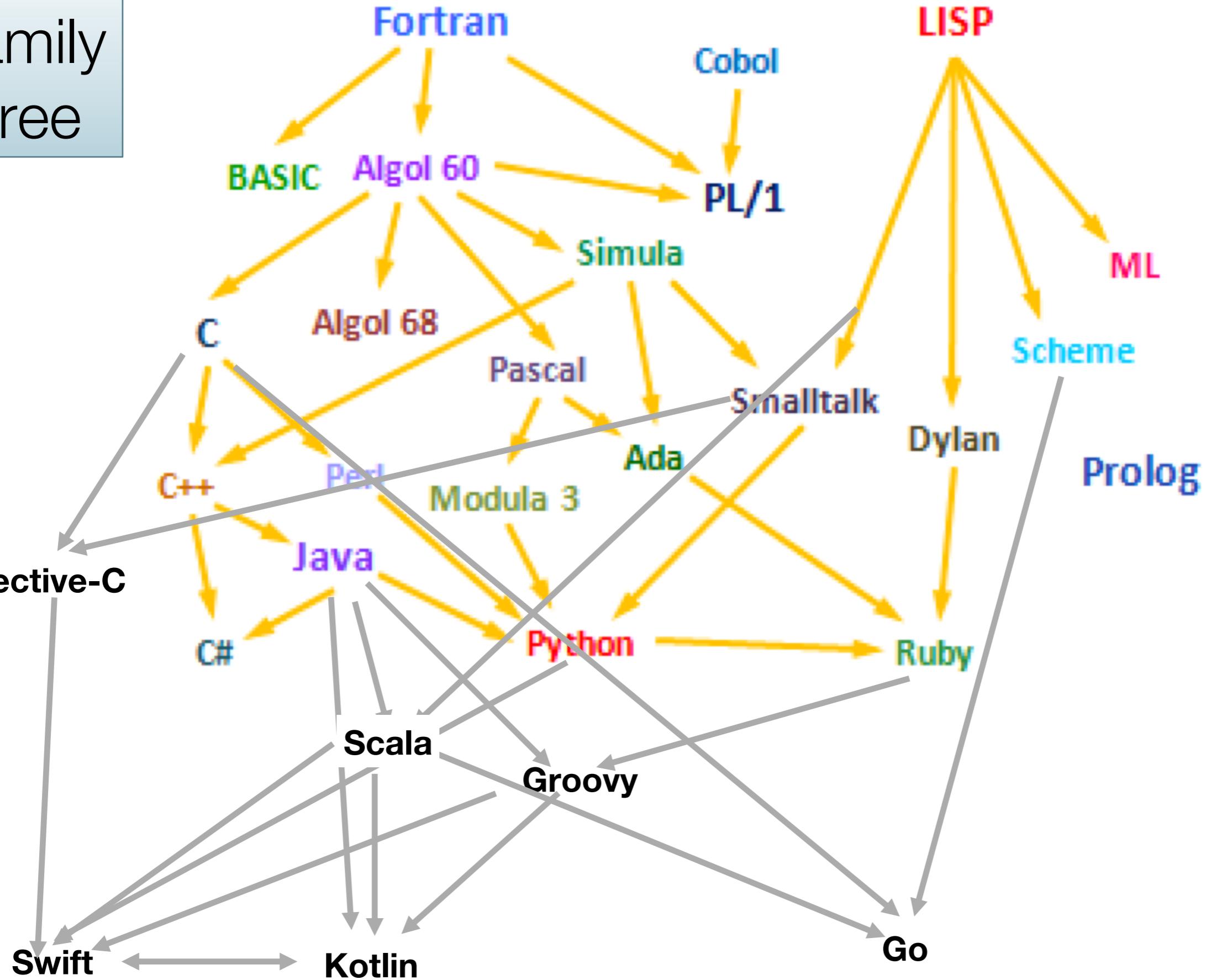
Mainstream
OO Languages

Family Tree

Ruby, Groovy, Java, Scala Cluster



Family Tree



*Why so many
programming
languages?*

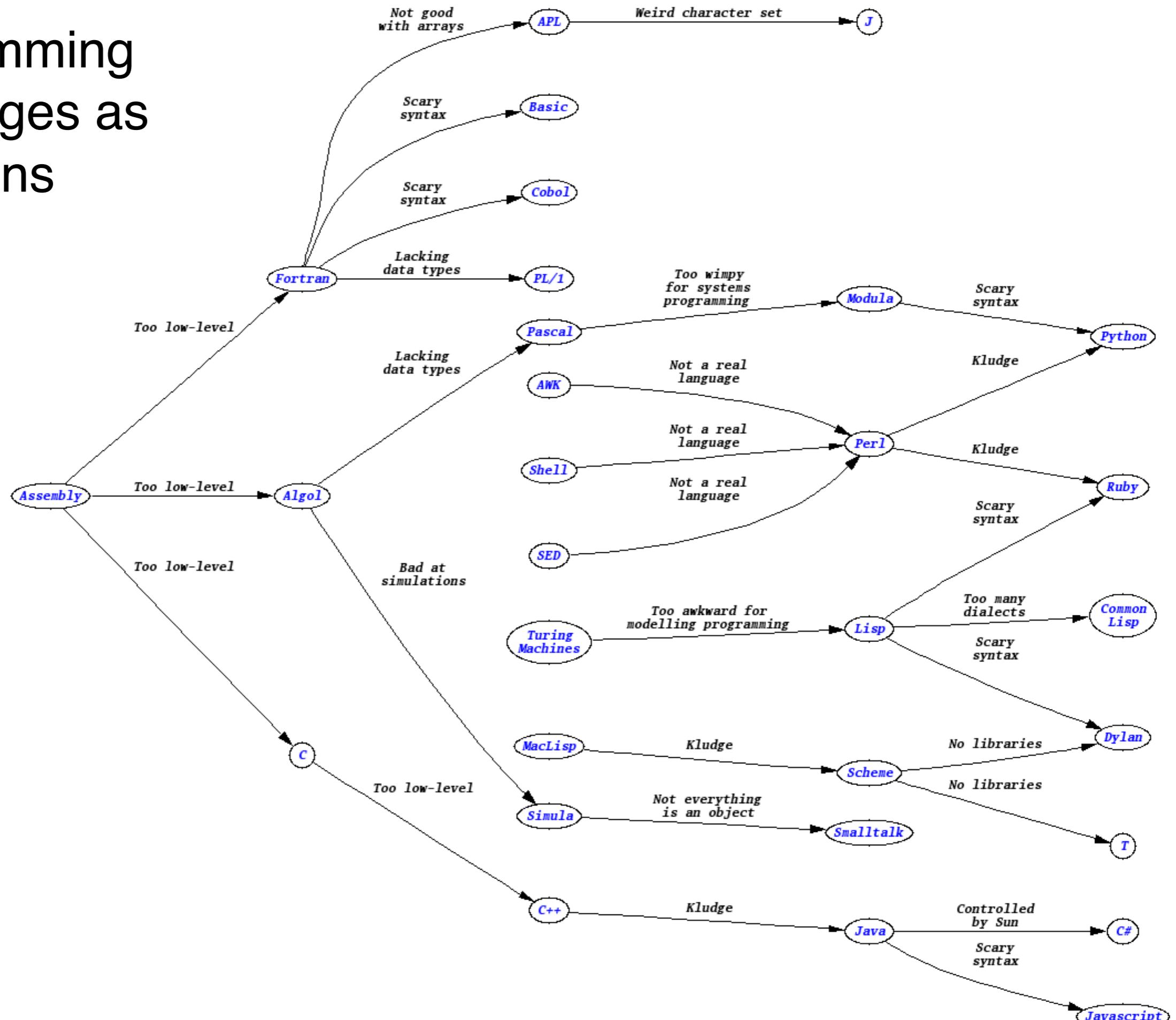
Programming Languages as Reactions

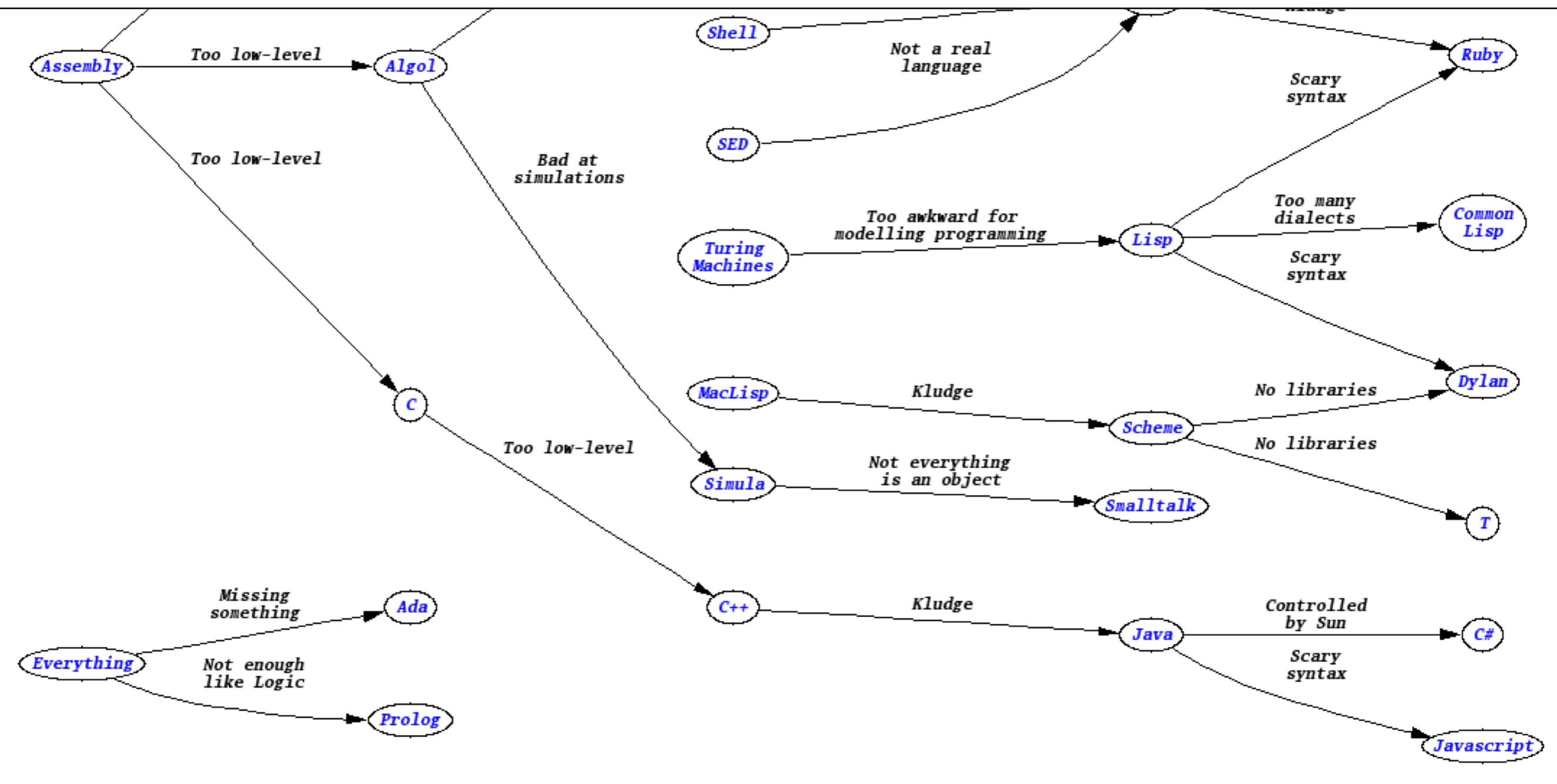
“Kevin Kelleher suggested an interesting way to compare programming languages:

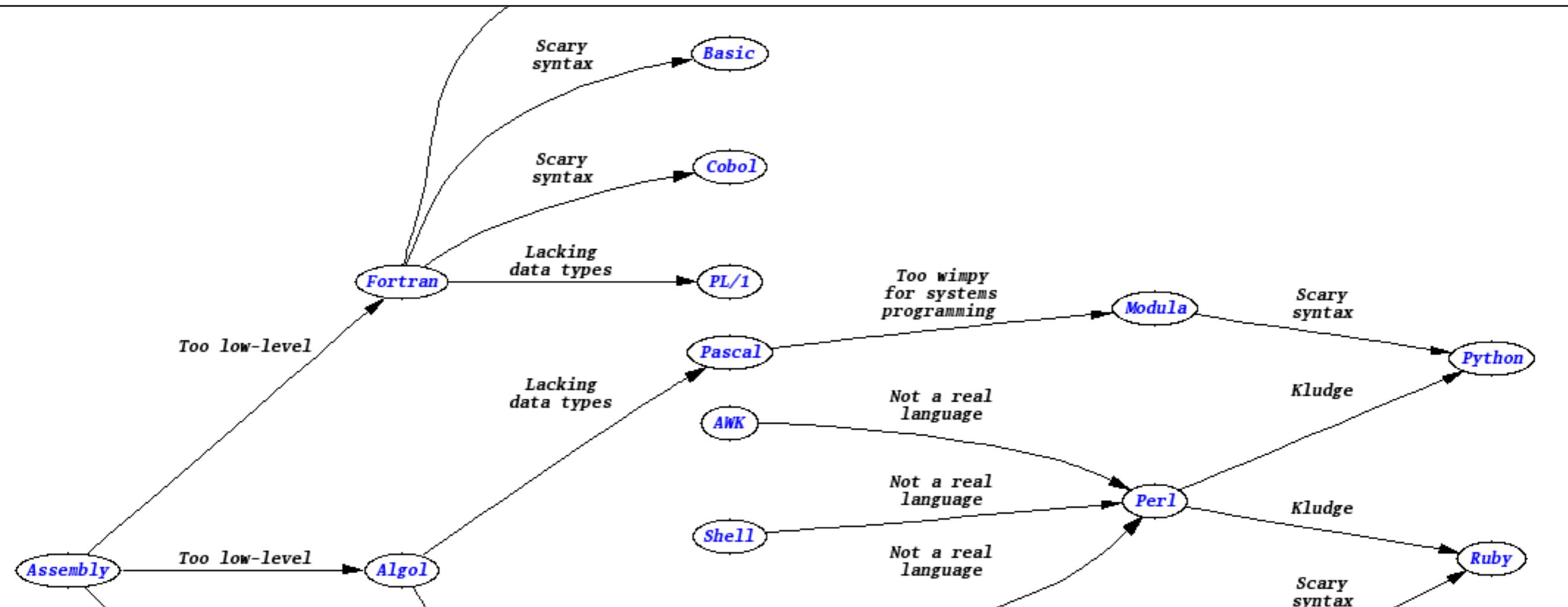
to describe each in terms of the problem it fixes.

The surprising thing is how many, and how well, languages can be described this way.”

Programming Languages as Reactions







Paul Graham's Wish List for a Programming Language

- Lisp was designed in late 1950s.
- It was a radical departure from existing languages e.g. Fortran.
- It embodied nine new ideas, which can be looked upon as a wish list for a programming language.

Paul Graham's Wish List for a Programming Language

Wish List	Description / Example
Conditionals	If-the-else constructs are taken for granted now, but Fortran didn't have them.
A function type	Functions as data type just like integers or strings and can be stored in variables, passed as arguments, etc.
Recursion	The solution to a problem depends on solutions to smaller instances of the same problem i.e. by allowing a function to call itself within the program text.
Dynamic typing	Where values have types, not the variables.
Garbage collection	Automatic memory management by reclaiming memory occupied by objects that are no longer in use.
Programs composed of expressions	As opposed to a series of statements.
A symbol type	Symbols are effectively pointers to strings stored in a hash table. So you can test equality by comparing a pointer, instead of comparing each character.
A notation for code using trees of symbols and constants	e.g. expressing programs directly in parse trees that get built behind the scenes.
The whole language there all the time	i.e. no real distinction between read-time, compile-time and runtime.

Java

Wish List

Conditionals

A function type (from Java 8)

Recursion

Dynamic typing

Garbage collection

Programs composed of
expressions

A symbol type

A notation for code using trees of
symbols and constants

The whole language there all the
time

Groovy/Ruby/Python/Scala/Xtend/Kotlin

(from Neal Ford)

Wish List

Conditionals

A function type

Recursion

Dynamic typing

Garbage collection

Programs composed of
expressions

A symbol type

A notation for code using trees of
symbols and constants

The whole language there all the
time

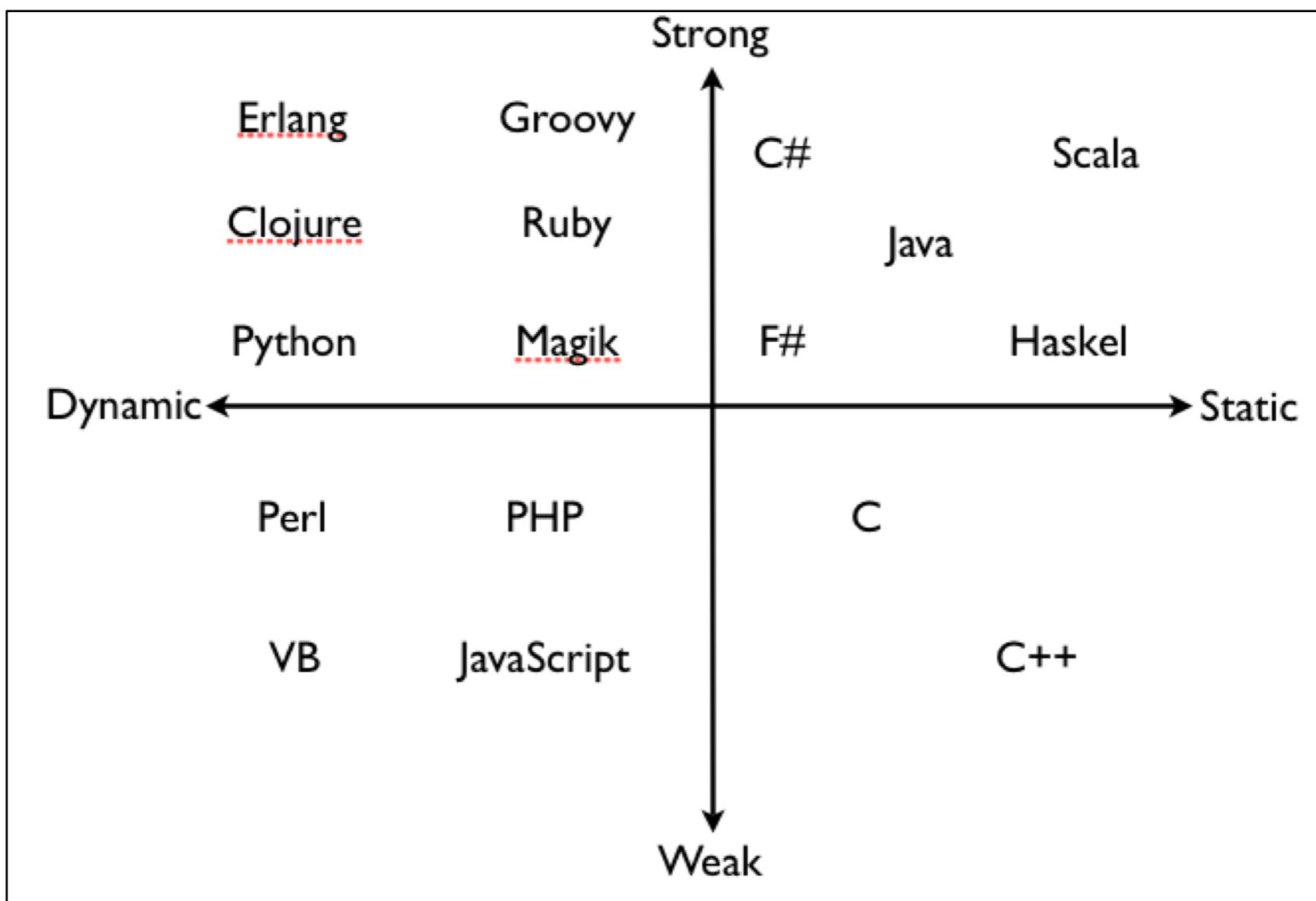
+ Metaprogramming

Typing

The concept of applying a “type” to a variable

Typing Spectrum

Languages are often classified based on their approach to typing...



Defining Typing Terms...

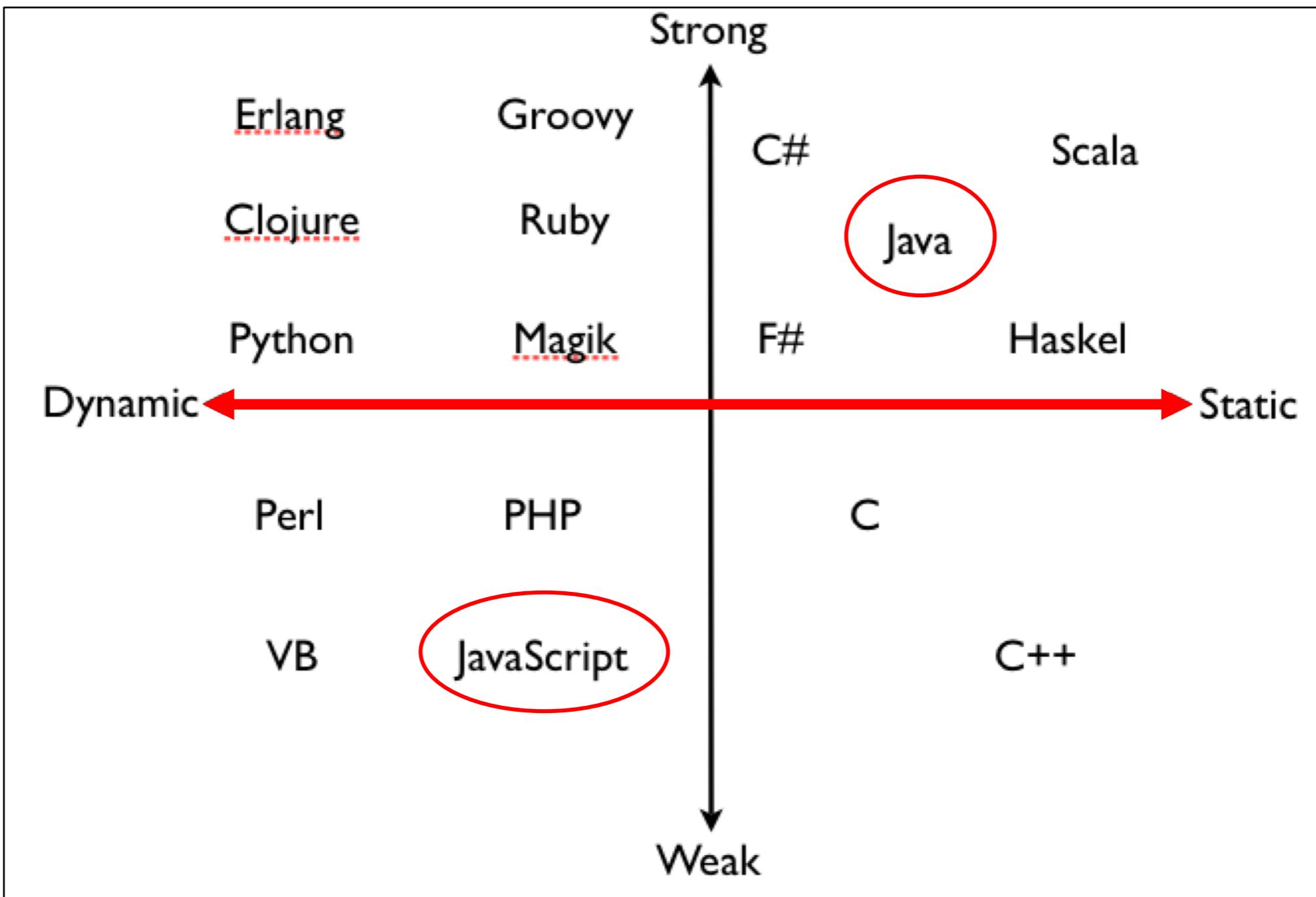
“There is widespread confusion or disagreement about the meanings of the words

static, dynamic, strong and weak

when used to describe the type systems of programming languages”

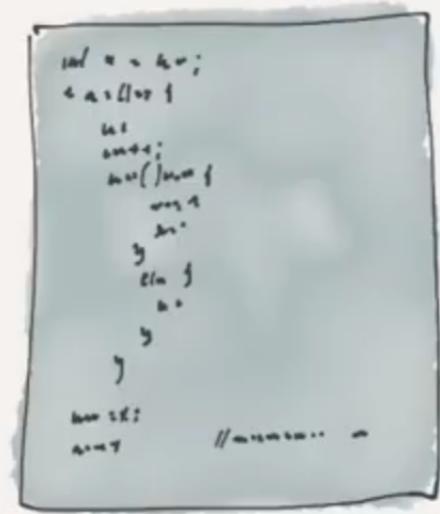


Dynamic Static

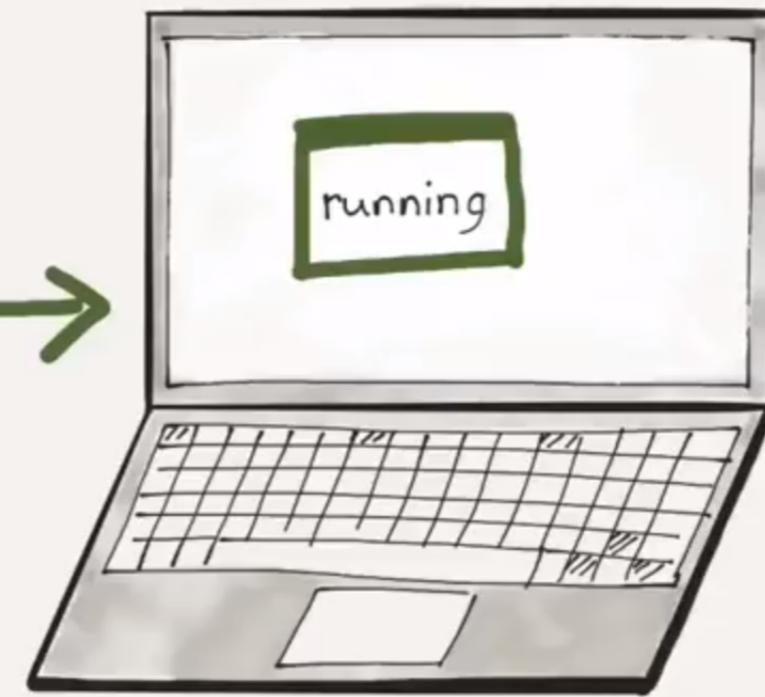
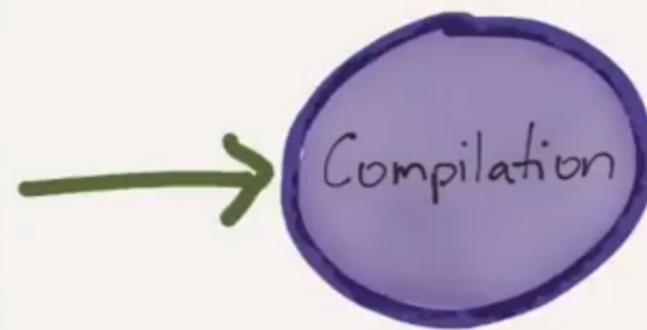


Dynamic Typing

*“Variables’ type declarations
are not mandatory
and they will be
generated/inferred on the fly,
by their first use.”*



Compile time



Runtime

Check types
here

(Dynamic typing)

H

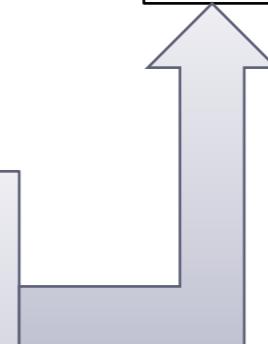


JAVASCRIPT

Dynamic Typing – Example

```
var greeting = ; //undefined  
var someRandomInteger = 100;  
var aDoubleVariable = 2.2;  
greeting = "Hello!";
```

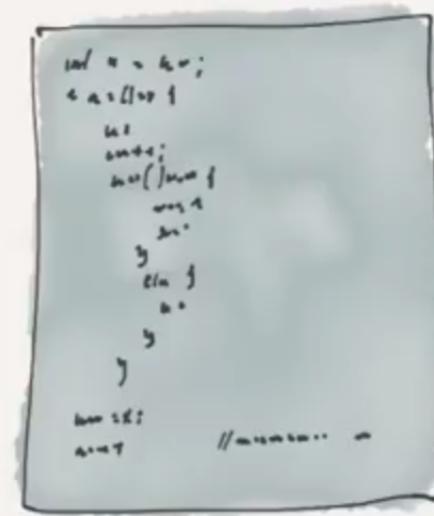
A type is NOT assigned to the variables.



The JavaScript engine will choose a type that it feels best describes the data that's contained inside of your variable → assign datatype behind the scenes.

Static Typing

*“Variable declarations are mandatory
before usage, else
results in a compile-time error”*



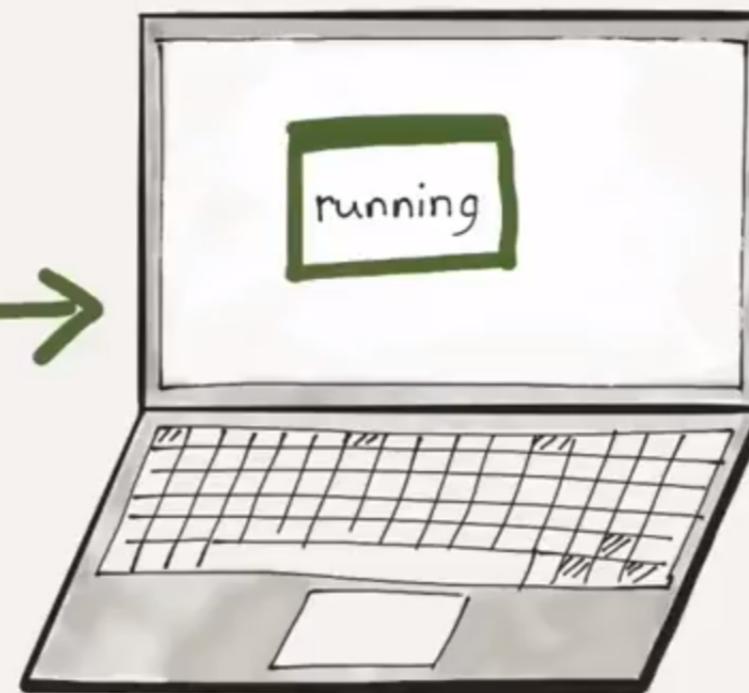
Compile time



Check types
here

(Static typing)

Runtime

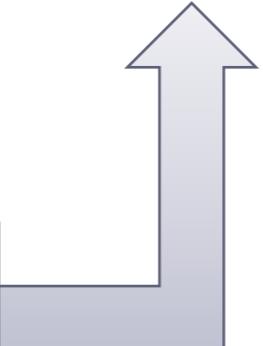


Static Typing – Example



```
String greeting = "Hello!";  
int someRandomInteger = 100;  
double aDoubleVariable = 2.2;
```

A type is assigned to each variable.



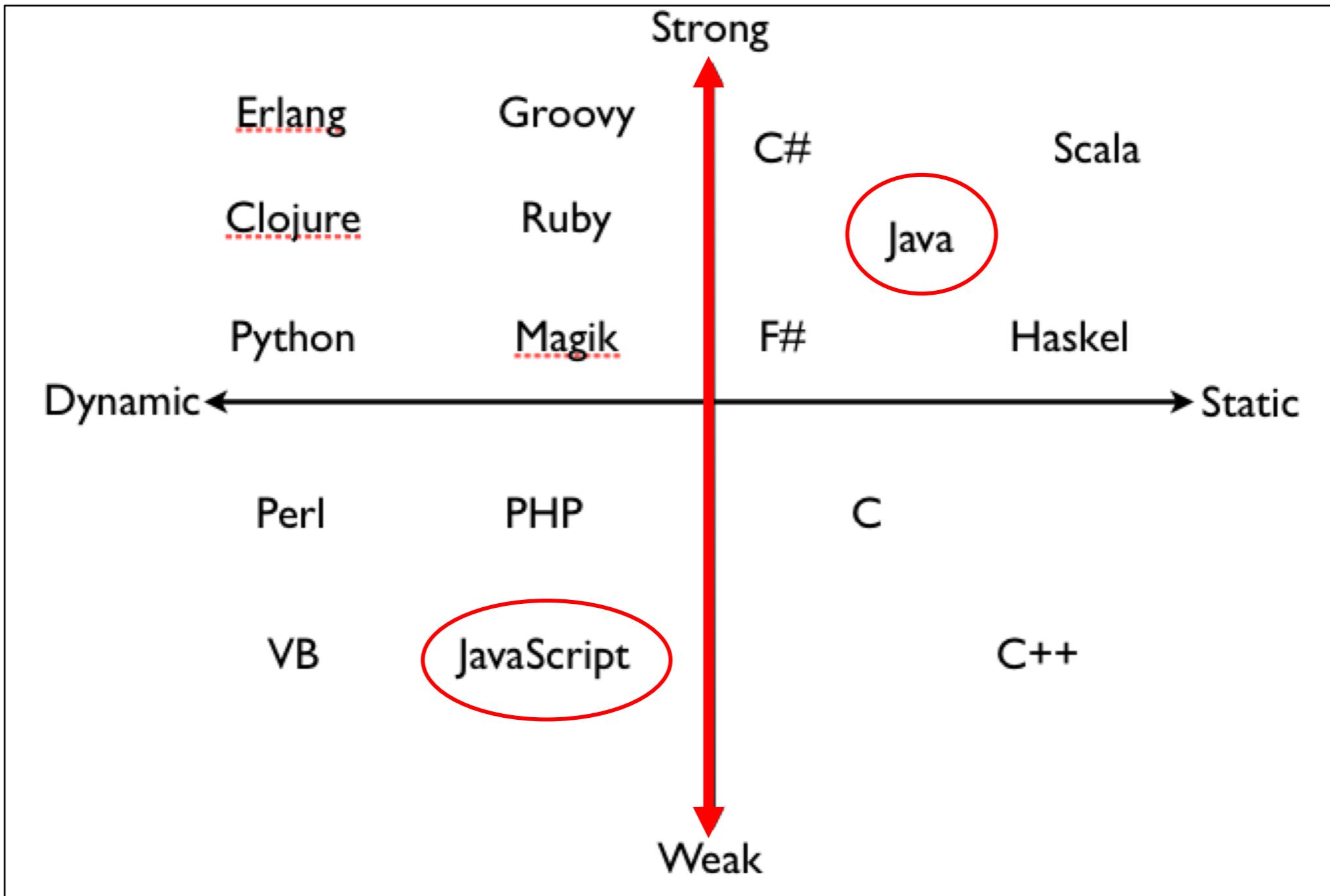
In Java, if we don't assign a type, we get a compiler error
→ Java is statically typed.

Types determine the operations we can perform on the variables.



Amount of type checking enforced by the compiler vs. leaving it to the runtime





Strong Typing

“Once a variable is declared as a specific data type, it will be bound to that particular data type.

You can explicitly cast the data type though.”

Strong Typing – Example 1



```
1 *StrongTyping.java *
2
3
4 public class StrongTyping {
5
6     public static void main(String[] args) {
7
8         int numberOne = 4;          //static typing
9         int numberTwo;
10
11         numberTwo = 4.6;
12
13     }
14 }
```

A code editor window showing a Java file named "StrongTyping.java". The code defines a class "StrongTyping" with a main method. In the main method, there are two integer variables: "numberOne" initialized to 4, and "numberTwo" declared but not initialized. On line 9, there is a assignment statement: "numberTwo = 4.6;". The "4.6" part is underlined with a red squiggly line, indicating a type mismatch. A tooltip box appears over this line with the following text:
Type mismatch: cannot convert from double to int
2 quick fixes available:
[Add cast to 'int'](#)
[Change type of 'numberTwo' to 'double'](#)
Press 'F2' for focus

Strong Typing – Example 1 (fix with casting)



```
*StrongTyping.java ✘
1
2 public class StrongTyping {
3
4     public static void main(String[] args) {
5
6         int numberOne = 4;          //static typing
7         int numberTwo;
8
9         numberTwo = (int) 4.6;
10
11    }
12
13 }
```

Casting resolves
the type
mismatch error

Strong Typing – Example 1 (fix with type)



Changing type
to double from
int.

A screenshot of a Java code editor showing the `StrongTyping.java` file. The code is as follows:

```
1  public class StrongTyping {  
2  
3  
4  public static void main(String[] args) {  
5  
6      int numberOne = 4;          //static typing  
7      double numberTwo;  
8  
9      numberTwo = 4.6;  
10  
11 }  
12  
13 }
```

The code editor highlights the variable `numberOne` with a yellow underline, indicating a potential type mismatch or error. A large grey arrow points from the text "Changing type to double from int." to the code editor window.

Strong Typing – Example 2



```
StrongTyping.java
1
2 public class StrongTyping {
3
4     public static void main(String[] args) {
5
6         int a = 4;          //static typing
7         String b = "8";   //static typing
8
9         System.out.print("a * b gives: ");
10        System.out.print(a *| b);
11    }
12
13 }
14
```

The code shows a Java program named `StrongTyping.java`. It defines a class `StrongTyping` with a `main` method. Inside the `main` method, there are two variables: `a` of type `int` and `b` of type `String`. The code then prints the value of `a` multiplied by `b` using the `*` operator. A tooltip appears over the multiplication operator, stating: "The operator * is undefined for the argument type(s) int, String". A note at the bottom right says "Press 'F2' for focus".

Weak Typing

“Variables are not of a specific data type.

However it doesn’t mean that variables are not “bound” to a specific data type.

In weakly typed languages, once a block of memory is associated with an object it can be reinterpreted as a different type of object.”

Weak Typing – Example 1



JAVASCRIPT

 **codingground**
SIMPLY EASY CODING | Online Javascript Editor (Javascript)

Preview | Embed index.htm

```
1 <html>
2 <script>
3 function weakTyping() {
4     var a = 4;          //dynamic typing
5     var b = '8';        //dynamic typing
6     document.write("a + b gives: ");
7     document.write(a + b); //weak typing
8 }
9 weakTyping();
10 </script>
11 </html>
```

Result
a + b gives: 48

Weak Typing – Example 2



JAVASCRIPT

codingground SIMPLY EASY CODING | Online Javascript Editor (Javascript)

Preview | Embed index.htm

```
i 1 <html>
2 <script>
3 function weakTyping() {
4     var a = 4;          //dynamic typing
5     var b = '8';        //dynamic typing
6     document.write("a * b gives: ");
7     document.write(a * b); //weak typing
8 }
9 weakTyping();
10 </script>
11 </html>
```

Result
a * b gives: 32

Weak Typing – Example 3



JAVASCRIPT

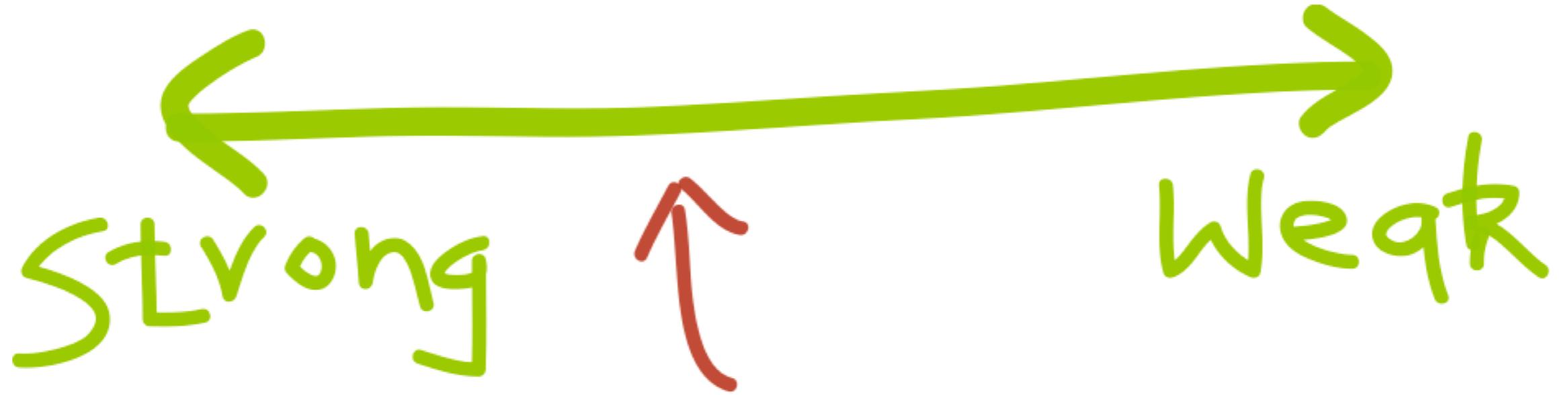
 **codingground**
SIMPLY EASY CODING

Online Javascript Editor (Javascript)

Preview | Embed index.htm

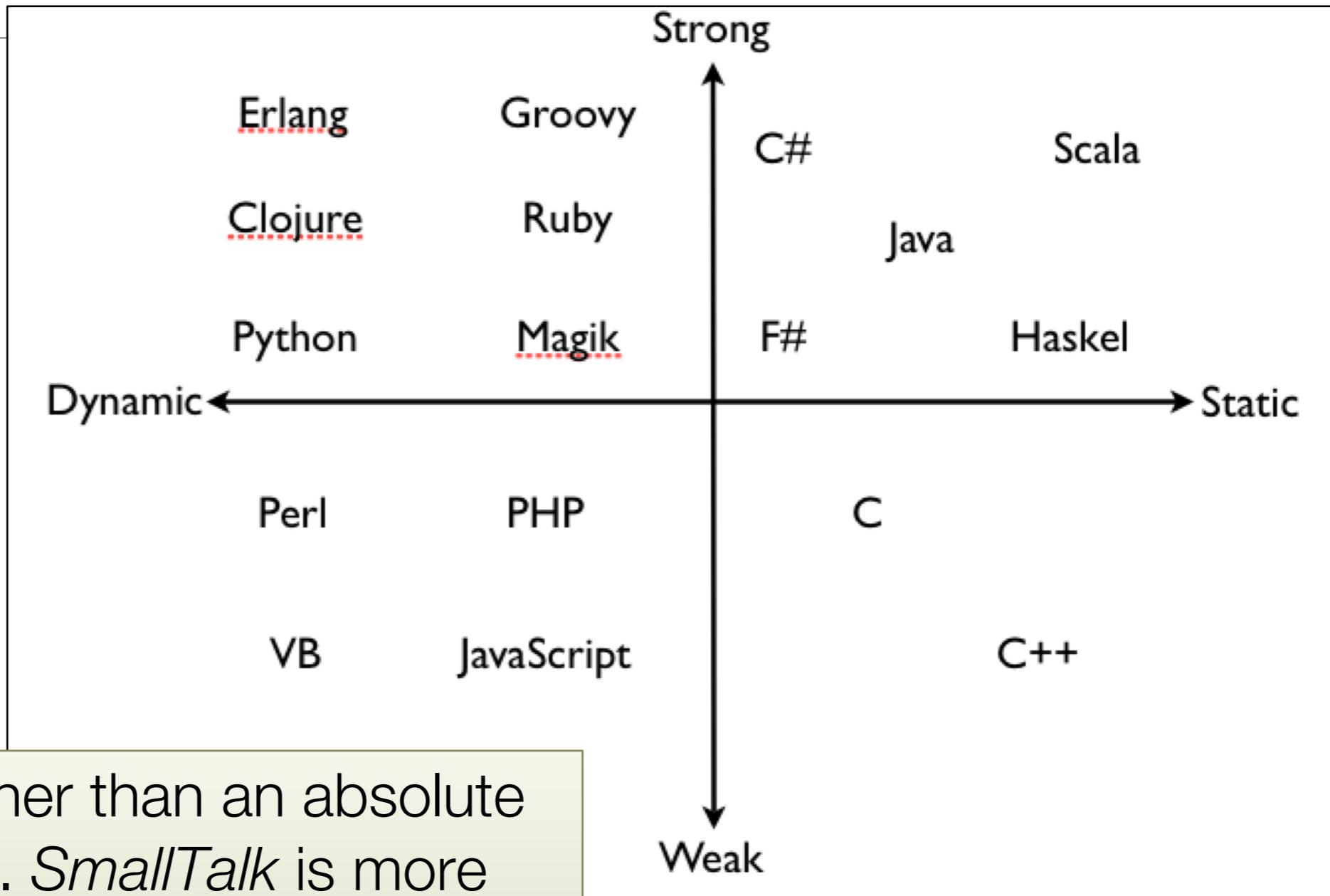
```
i 1 <html>
2 <script>
3 function weakTyping() {
4     var a = 4;          //dynamic typing
5     var b = true;       //dynamic typing
6     document.write("a + b gives: ");
7     document.write(a + b); //weak typing
8 }
9 weakTyping();
10 </script>
11 </html>
```

Result
a + b gives: 5



How the runtime constraints you from treating
objects of different types (in other words
treating memory as blobs or specific data types)

Typing Spectrum



Continuum rather than an absolute measure; e.g. SmallTalk is more strongly typed compared to Python which is more strongly typed than JavaScript.