Introduction

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Programming Languages

- Prerequisites
  - Programming in C
  - Programming in C++
  - Programming in Java
  - Programming in Python

- Data Structures
- System Programming
Textbook

- Programming Language Pragmatics (4th edition)
  - Author: Michael L. Scott
  - Publisher: Morgan Kaufmann
Grading

- Exams
  - Midterm 30%
  - Final 30%

- Programming Assignments 30%
  - ANTLR programming

- Misc. 10%
  - Homework
  - Attendance
  - Quiz
Grading Policy

- **Must** – otherwise you will get ‘F’ grade
  - Take midterm and final exams
  - Submit all three phases of programming assignments
  - Attend 13 weeks and more

- **May**
  - Be absent from 3 classes (No-Need-To-Ask)
    - From the 4th absence, it will be reflected on your final grade
  - Not submit homework, but it will be reflected on your final grade
  - Not take quizzes, but it will be reflected on your final grade
Contents

[PLP - Scott]

- Introduction – ch 1
- Compiler – ch 1, ch2.1
- Names, Scopes, Bindings – ch 3
- Controls – ch 6
- Types – ch 7
- Control Abstraction – Subroutines – ch 8
- Data Abstraction – Objects – ch 9
- Functional Languages - ch10
- Logic Languages - ch11
- Script Languages - ch13
- *Concurrency – ch 12
- *Runtime Program Management – ch 15
Programming Assignments

- All programming assignments are submitted in a team
  - 1~2 students are allowed in a team

- Prepare programming environment
  - Linux (ubuntu) on “Vmware Player” or “VirtualBox”