Preliminaries

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Lots of Programing Languages

□ Top 10 most popular programming languages in 2015 (Stephen Cass, 2015)

Language Rank	Types	Spectrum Ranking	Spectrum Ranking
1. Java	⊕ 🖸 🖵	100.0	100.0
2. C	□ 🖵 🛢	99.9	99.3
3. C++	□ 🖵 🛢	99.4	95.5
4. Python	⊕ 🖵	96.5	93.5
5. C#	⊕ 🖸 🖵	91.3	92.4
6. R	\Box	84.8	84.8
7. PHP	(84.5	84.5
8. JavaScript	⊕ □	83.0	78.9
9. Ruby	⊕ 🖵	76.2	74.3
10. Matlab	—	72.4	72.8

Concepts of Programming Languages

- □ Constructs of contemporary programming languages
- □ Tools for critical evaluation of existing and future programming languages
- □ Preliminary study of compiler design
 - In-depth discussion of programming language structures
 - Formal method of describing syntax
 - Approaches to lexical and syntactic analysis.

Benefits

- □ Choosing appropriate languages
- □ Learning new languages
- Designing new languages
- □ Applying knowledge and skills in related areas
- Expressing ideas
- □ Overall advancement of computing

Programming Domains

- Application domains
 - Scientific applications
 - Business applications
 - Artificial intelligence
 - Systems programming
- Running platform
 - Web applications
 - Mobil applications
 - Enterprise applications
 - Embedded applications

Programming Domains and Impact

- Scientific applications
 - Floating point computations; use of arrays; e.g., Fortran
- **■** Business applications
 - Produce reports, use *decimal* numbers and characters; e.g., COBOL
- □ Artificial intelligence
 - Symbols rather than numbers manipulated; use of linked lists; e.g.,
 LISP
- **□** Systems programming
 - Need efficiency because of continuous use; e.g., C
- □ Web Software
 - Collection of languages: markup (e.g., HTML), scripting (e.g., PHP), general-purpose (e.g., Java)

Language Evaluation

- □ Readability
- □ Writability
- □ Reliability
- □ Cost

Readability

- □ Overall simplicity
- Orthogonality
- □ Data types
- □ Syntax considerations

Writability

- □ Simplicity and orthogonality
- □ Support for abstraction
- **□** Expressivity

Reliability

- □ Type checking
- **□** Exception handling
- Aliasing
- □ Readability and writability

Cost

- □ Training programmers to use the language
- Writing programs (closeness to particular applications)
- Compiling programs
- Executing programs
- Language implementation system: availability of free compilers
- □ Reliability: poor reliability leads to high costs
- Maintaining programs

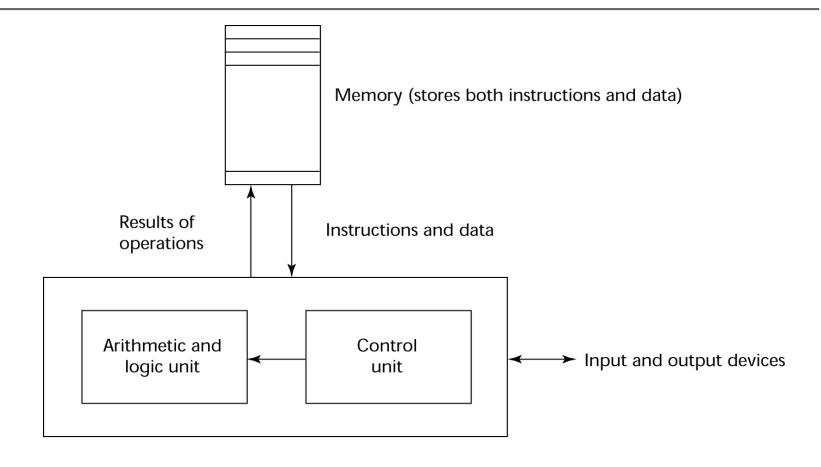
Other Considerations

- Portability
- □ Generality
- Well-definedness

Influence on Language Design

- □ Computer Architecture
 - Von Neumann Architecture
- □ Program Design Methodologies
 - Machine efficiency to human efficiency
 - Process oriented to data-oriented
 - Data-oriented to object oriented

Von Neumann Architecture



Central processing unit

Language Categories

- □ Imperative
- **□** Functional
- □ Logic
- □ Markup/programming hybrid

Design Trade-Off

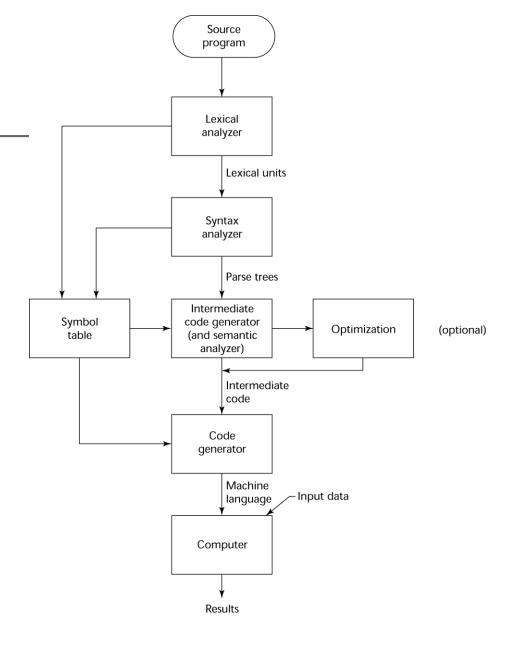
- □ Reliability vs. cost of execution
- □ Readability vs. writability
- □ Writability vs. reliability

Implementation Method

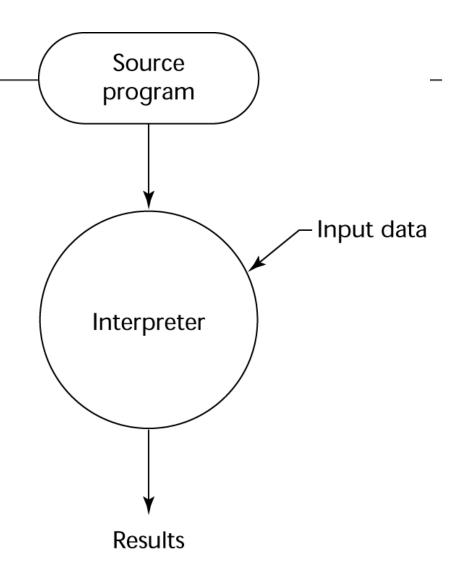
- □ Compilation
- □ Pure Interpretation
- □ Hybrid Implementation Systems

Compilation

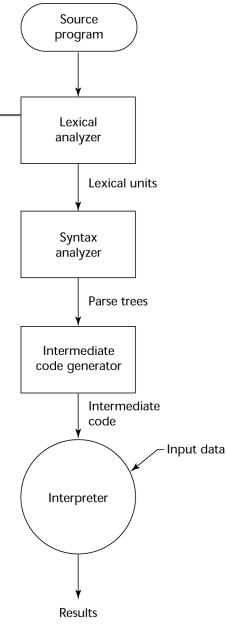
- Source language to machine language
- Slow translation
- □ Fast execution
- □ Translation phases
 - Lexical analysis
 - Syntax analysis
 - Semantic analysis
 - Code generation
- □ Linking and loading



Interpretation



Hybrid Implementation



Summary

- Benefits of studying concepts of programming languages
- Evaluation criteria for programming languages
- Major influences on language design
- Major methods of implementing programming languages