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Understanding the foundations for formal descriptions of programming languages. Relating abstract concepts in the design of programming languages with real languages in use and pragmatic considerations. Exposure to a variety of languages through presentations by peers and evidence from literature surveys.

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By introducing the principles of programming languages, using the Java language as a support, Gilles Dowek provides the necessary fundamentals of this

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language as a first objective. It is important to realise that knowledge of a single programming language is not really enough. To be a good programmer, you should be familiar with several languages and be able to learn new ones. In order to do this, you'll need to understand universal concepts, such as functions or cells, which exist in one form or another in all programming languages. The most effective way to understand these universal concepts is to compare two or more languages. In this book, the author has chosen Caml and C. To understand the principles of programming languages, it is also important to learn how to precisely define the meaning of a program, and tools for doing so are discussed. Finally, there is coverage of basic algorithms for lists and trees. Written for students, this book presents what all scientists and engineers should know about programming languages.

□ This book is a systematic exposition of the fundamental concepts and general principles underlying programming languages in current use. □ -- Preface.

1 Programming languages syntax and semantics 2 Structuring the data computation and program 3 Structuring of program 4 Java as object oriented programming language 5 Inheritance polymorphism encapsulation using java 6 Exception handling in java

A textbook that uses a hands-on approach to teach principles of programming languages, with Java as the implementation language. This introductory textbook uses a hands-on approach to teach the principles of programming languages. Using Java as the implementation language, Rajan covers a range of emerging topics, including concurrency, Big Data, and event-driven programming. Students will learn to design, implement, analyze, and understand both domain-specific and general-purpose programming languages. □ Develops basic concepts in languages, including means of computation, means of combination, and means of abstraction. □ Examines imperative features such as references, concurrency features such as fork, and reactive features such as event handling. □ Covers language features that express differing perspectives of thinking about computation, including those of logic programming and flow-based programming. □ Presumes Java programming experience and understanding of object-oriented classes, inheritance, polymorphism, and static classes. □ Each chapter corresponds with a working implementation of a small programming language allowing students to follow along.

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honest advice, you can not make a wrong choice.

By introducing the principles of programming languages, using the Java language as a support, Gilles Dowek provides the necessary fundamentals of this language as a first objective. It is important to realise that knowledge of a single programming language is not really enough. To be a good programmer, you should be familiar with several languages and be able to learn new ones. In order to do this, you'll need to understand universal concepts, such as functions or cells, which exist in one form or another in all programming languages. The most effective way to understand these universal concepts is to compare two or more languages. In this book, the author has chosen Caml and C. To understand the principles of programming languages, it is also important to learn how to precisely define the meaning of a program, and tools for doing so are discussed. Finally, there is coverage of basic algorithms for lists and trees. Written for students, this book presents what all scientists and engineers should know about programming languages.

This excellent addition to the UTiCS series of undergraduate textbooks provides a detailed and up to date description of the main principles behind the design and implementation of modern programming languages. Rather than focusing on a specific language, the book identifies the most important principles shared by large classes of languages. To complete this general approach, detailed descriptions of the main programming paradigms, namely imperative, object-oriented, functional and logic are given, analysed in depth and compared. This provides the basis for a critical understanding of most of the programming languages. An historical viewpoint is also included, discussing the evolution of programming languages, and to provide a context for most of the constructs in use today. The book concludes with two chapters which introduce basic notions of syntax, semantics and computability, to provide a completely rounded picture of what constitutes a programming language. /div

This book constitutes the refereed proceedings of the Eighth International Symposium on Programming Languages, Implementations, Logics, and Programs, PLILP '96, held in conjunction with ALP and SAS in Aachen, Germany, in September 1996. The 30 revised full papers presented in the volume were selected from a total of 97 submissions; also included are one invited contribution by Lambert Meerlens and five posters and demonstrations. The papers are organized in topical sections on typing and structuring systems, program analysis, program transformation, implementation issues, concurrent and parallel programming, tools and programming environments, lambda-calculus and rewriting, constraints, and deductive database languages.

Programming Languages: Concepts and Implementation teaches language concepts from two complementary perspectives: implementation and paradigms. It covers the implementation of concepts through the incremental construction of a progressive series of interpreters in Python, and Racket Scheme, for purposes of its combined simplicity and power, and assessing the differences in the resulting languages. 1. Hands-on, implementation-oriented approach. 2. Numerous conceptual and programming exercises. 3. Interpreter-based projects in Python and Racket Scheme. 4. All interpreter code (and solutions) in Python (and Racket) are provided as a Git repository in BitBucket. 5. New concurrency models (Communicating Sequential Processes (CSP), and Actor Model of Concurrency).