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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 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 grew out of a lot of angst. Well, and wine. Put enough angst in me, and I'll start ranting. Pour in some wine, and the rants get mean—and funny. I still go back and read these posts now and then, and I always laugh. I was so mean. My angst grew out of traveling different roads than most programmers. Those roads forced me to see the world differently. Now I see all sorts of patterns that many experienced programmers fail to see—because, well, to put it bluntly, they're stuck in ruts. Over the past 25 years I've done a bunch of dramatically different types of programming, and I've also written far more code than any programmer ever should. The long roads I've traveled have basically given me a sixth sense. I see dead people. And it sucks. If you're ever unlucky enough to acquire a dreadful sixth sense, there are really only two choices: you can be angry and depressed about it, or you can laugh about it. So I try to laugh. It's hard, but I'm getting better at it. The wine helps. Practice helps, too. You need to get in the habit of laughing—at yourself, at others, at the crazy world we live in—or in time you'll just stop laughing altogether. When I first started ranting, I was the ugly American, stomping around in my posts, and essentially yelling “What the hell is wrong with all you people?” But over the next ten years or so, I like to think I've grown into more of an amateur software anthropologist. I now take cultural relativism seriously, and I try hard not to judge people who think differently from me. Of course I don't mind poking fun at them, because I don't mind people poking fun at me. And ultimately I would like to convince undecided programmers to share my view of the programming world, because programming works best if everyone nearby does it the same way. So I'll continue to argue that my view, which I've recently taken to calling “software liberalism,” is a perfectly valid and perhaps even preferable way to do a lot of software development. Converting everyone to be more liberal is doomed to fail, of course. But even so, I hope I can still help people in radically different software cultures to understand each other better. I'm going to keep ranting, because it appears to be the only way to make a message sink in to a very large audience. Some people still tell me that my blog posts are too long. They tell me I could have made my “point” in under a hundred words. I have noticed that this complaint comes most often from people who disagree with me. They're really just saying they want less work to voice their disagreement. But even some folks who agree with me find the posts too long to carry their attention, and they complain too. They're missing the point, though.

The posts aren't too long. You need a certain minimum "heft" to penetrate. Through years of trial and error, I've found that the best way to get a lot of people to listen to you is to tell them a story. And you can't spin a good yarn without settling in and enjoying the ride. So that's what this book is. It's really a bunch of stories. Each might take the form of an article, essay, guide, rant, or occasionally a fiction tale. But behind the structure, each one of them is sharing a story. Even if you don't always agree, I'm hoping you'll at least find the stories entertaining and, with luck, sometimes even eye-opening. The guys at Hyperink chose which of my posts to include, by and large, and they also came up with the overall chapter organization. I made a couple of tweaks, but what you're looking at is largely their vision of how to curate this stuff into a cohesive book. I think they did an admirable job. I hope you enjoy the journey as much as I did. Steve Yegge August 2012

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

You're about to lay your hands on my most proudly computer programming fundamental course. This is where to begin if you've never written a line of code in your life or even if you have, and want to review the basics. No matter what programming language you're most interested in, even if you're not completely sure about that, this course will make learning that language easier. We'll do this by starting with the most fundamental critical questions: How do you actually write a computer program and get the computer to understand it? We'll jump into the syntax, the rules of programming languages and see many different examples to get the big picture of how we need to think about data and control the way our programs flow. We'll even cover complex topics like recursion and data types. We will finish by exploring things that make real world programming easier, from libraries and frameworks to SDKs and APIs. But you won't find a lot of bullet points in this book. This is a highly visual course, and by the end of it, you'll understand much more about the process of programming and how to move forward with writing any kind of application. But unlike most courses, this one does not require prior knowledge of any one programming language, operating system or application. There is nothing to download, nothing to install. So just give me your attention as you go through the course. Finally, you will know how to choose the right programming language for YOU. There are so many Programming languages out there these days but in this book I show you how to choose the language that meets your specific needs, so that you can save time and energy. With my honest advice, you can not make a wrong choice.

Key ideas in programming language design and implementation explained using a simple and concise framework; a comprehensive introduction suitable for use as a textbook or a reference for researchers. Hundreds of programming languages are in use today—scripting languages for Internet commerce, user interface programming tools, spreadsheet macros, page format specification languages, and many others. Designing a programming language is a metaprogramming activity that bears certain similarities to programming in a regular language, with clarity and simplicity even more important than in ordinary programming. This comprehensive text uses a simple and concise framework to teach key ideas in programming language design and implementation. The book's unique approach is based on a family of syntactically simple pedagogical languages that allow students to explore programming language concepts systematically. It takes as premise and starting point the idea that when language behaviors become incredibly complex, the description of the behaviors must be incredibly simple. The book presents a set of tools (a mathematical metalanguage, abstract syntax, operational and denotational semantics) and uses it to explore a comprehensive set of programming language design dimensions, including dynamic semantics (naming, state, control, data), static semantics (types, type reconstruction, polymorphism, effects), and pragmatics (compilation, garbage collection). The many examples and exercises offer students opportunities to apply the foundational ideas explained in the text. Specialized topics and code that implements many of the algorithms and compilation methods in the book can be found on the book's Web site, along with such additional material as a section on concurrency and proofs of the theorems in the text. The book is suitable as a text for an introductory graduate or advanced undergraduate programming languages course; it can also serve as a reference for researchers and practitioners.

This book constitutes the proceedings of the 19th Brazilian Symposium on Programming Languages, SBLP 2015, held in Belo Horizonte, Brazil, in September 2015. The 10 papers presented in this volume were carefully reviewed and selected from 26 submissions. They deal with fundamental principles and innovations in the design and implementation of programming languages and systems.

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

Kenneth Louden and Kenneth Lambert's new edition of PROGRAMMING LANGUAGES: PRINCIPLES AND PRACTICE, 3E gives advanced undergraduate students an overview of programming languages through general principles combined with details about many modern languages. Major languages used in this edition include C, C++, Smalltalk, Java, Ada, ML, Haskell, Scheme, and Prolog; many other languages are discussed more briefly. The text also contains extensive coverage of implementation issues, the theoretical foundations of programming languages, and a large number of exercises, making it the perfect bridge to compiler courses and to the theoretical

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