COMP 524: Programming Languages
Spring 2011

Details

Location: FB007 (Brooks Computer Science Bldg)

Meeting Time: Tuesday/Thursday 9:30am-10:45am

Webpage: http://www.cs.unc.edu/Courses/comp524-s11/

Instructor: Srinivas Krishnan

Office: FB330

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Office Hours: Tuesday, 2:00 - 3:00 PM in FB330 (regular)

Wednesday, 3:00 - 5:00 PM in FB 320 (walk in hours)

Course Objective This class is designed to serve as a primary introduction to programming language concepts. The goal is to provide the students with an understanding of commonly used abstractions and their realization in modern programming languages. Upon successful completion of this class, you should be able to:

i) have a understanding of syntax and semantics i.e. scanning, parsing, types and subroutines etc.

ii) recognize language paradigms (functional, logic, imperative etc.) and be able to pick one to solve a given problem.

iii) Finally, have a basic understanding of the implementation approaches and details (compiler, interpreted, byte code virtual machine).

General Note This class satisfies the “Programming Languages Group” requirement for the B.Sc in Computer Science. Furthermore, it is designed solely as a “breadth-first” introduction in programming languages. Students interested in implementation details should consider also enrolling in COMP 520 (Compilers). Finally, this class will provide you with the foundations to understand programming language concepts, I will not be covering any language in depth, if your aim is to learn a specific language, consider one of the other language specific classes offered by the department.
Prerequisites  There will be a fair bit of programming in this class, probably in languages you are currently unfamiliar with. Hence, I expect the students to be atleast proficient in Java and be comfortable with coding in general. The official and “hard”prerequisite for this class is COMP 410 (Data Structures). If you do not have these prerequisites and wish to take the course, please contact me immediately.


Grading

• Homework: 40%
• Final: 30%
• Midterm: 20%
• Quizzes: 10%
• Class Participation: ± 5%

I plan to give 2-4 short quizzes unannounced at the beginning of class. They will be fairly easy and are meant to be feedback on how students are coping with the material. Healthy classroom interaction is highly encouraged and can count for up to half a letter grade.

Homework Policy:  All homework assignments will be announced in class and posted on the course webpage. No late submissions will be accepted without prior approval of the instructor.

Classroom Policy:  I expect the students to maintain proper etiquette in class, which means:

• not perpetually arriving late or leaving early
• not using your cellphone during class
• not talking, texting, sleeping, reading newspapers, eating, etc. in class,

Class participation counts towards your final grade and I reserve the right to dock points for improper etiquette.

Laptop Policy  I have a fairly low tolerance for laptops in class, in fact I strongly discourage the use. Do not under any circumstances browse the web, check email or access Facebook. If you need clarification on material ask the instructor during class or look it up after the class.

Honor Code Policy  You will be held accountable for all your actions as per the Honor Code. Any violation such as plagiarism or cheating will be reported to the Student Attorney General. Students are responsible for familiarizing themselves with and obeying the CS-specific rules as detailed in the guide “Honor Code Observation in Computer Science Courses.” Most assignments are meant to be solved by the student submitting the assignment. There should be no overlap in code across student except for “snippets” and shared libraries I might provide. Under no circumstances are you supposed to use code downloaded from the web.