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The course work includes extensive programming exercises in various languages. Prerequisites Undergraduate courses in data structures and algorithms or equivalent, as well as familiarity and programming experience in a high-level language like C, C++, Java, or a similar language.

Programming Languages - New York University

Programming Language Pragmatics, Fourth Edition, is the most comprehensive programming language textbook available today. It is distinguished and acclaimed for its integrated treatment of language design and implementation, with an emphasis on the fundamental tradeoffs that continue to drive software development.

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Exercises - ELLO

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The vast majority of the exercises here are dedicated to topics that should be covered by any "introduction to programming" class or free online language tutorials. The exercises ramp up on difficulty at an absurdly slow pace - for example, the classic "Guess the Number" game doesn't make an appearance until more than halfway through the book.

Exercises for Programmers: 57 Challenges to Develop Your ...

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Accompanying CD-ROM contains ... "advanced/optional content, hundreds of working examples, an active search facility, and live links to manuals, tutorials, compilers, and interpreters on the World Wide Web."--Page 4 of cover.

Programming Language Pragmatics, Fourth Edition, is the most comprehensive programming language textbook available today. It is distinguished and acclaimed for its integrated treatment of language design and implementation, with an emphasis on the fundamental tradeoffs that continue to drive software development. The book provides readers with a solid foundation in the syntax, semantics, and pragmatics of the full range of programming languages, from traditional languages like C to the latest in functional, scripting, and object-oriented programming. This fourth edition has been heavily revised throughout, with expanded coverage of type systems and functional programming, a unified treatment of polymorphism, highlights of the newest language standards, and examples featuring the ARM and x86 64-bit architectures. Updated coverage of the latest developments in programming language design, including C & C++11, Java 8, C# 5, Scala, Go, Swift, Python 3, and HTML 5 Updated treatment of functional programming, with extensive coverage of OCaml New chapters devoted to type systems and composite types Unified and updated treatment of polymorphism in all its forms New examples featuring the ARM and x86 64-bit architectures

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Programming Language Pragmatics, Third Edition, is the most comprehensive programming language book available today. Taking the perspective that language design and implementation are tightly interconnected and that neither can be fully understood in isolation, this critically acclaimed and bestselling book has been thoroughly updated to cover the most recent developments in programming language design, including Java 6 and 7, C++0X, C# 3.0, F#, Fortran 2003 and 2008, Ada 2005, and Scheme R6RS. A new chapter on run-time program management covers virtual machines, managed code, just-in-time and dynamic compilation, reflection, binary translation and rewriting, mobile code, sandboxing, and debugging and program analysis tools. Over 800 numbered examples are provided to help the reader quickly cross-reference and access content. This text is designed for undergraduate Computer Science students, programmers, and systems and software engineers. Classic programming foundations text now updated to familiarize students with the languages they are most likely to encounter in the workforce, including including Java 7, C++, C# 3.0, F#, Fortran 2008, Ada 2005, Scheme R6RS, and Perl 6. New and expanded coverage of concurrency and run-time systems ensures students and professionals understand the most important advances driving software today. Includes over 800 numbered examples to help the reader quickly cross-reference and access content.

1. Inductive sets of data 2. Data abstraction 3. Expressions 4. State 5. Continuation-passing interpreters 6. Continuation-passing style 7. Types 8. Modules 9. Objects and classes.

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.

Kenneth Loudon 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 study of programming languages. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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The Formal Semantics of Programming Languages provides the basic mathematical techniques necessary for those who are beginning a study of the semantics and logics of programming languages. These techniques will allow students to invent, formalize, and justify rules with which to reason about a variety of programming languages. Although the treatment is elementary, several of the topics covered are drawn from recent research, including the vital area of concurrency. The book contains many exercises ranging from simple to miniprojects. Starting with basic set theory, structural operational semantics is introduced as a way to define the meaning of programming languages along with associated proof techniques. Denotational and axiomatic semantics are illustrated on a simple language of while-programs, and full proofs are given of the equivalence of the operational and denotational semantics and soundness and relative completeness of the axiomatic semantics. A proof of Godel's incompleteness theorem, which emphasizes the impossibility of achieving a fully complete axiomatic semantics, is included. It is supported by an appendix providing an introduction to the theory of computability based on while-programs. Following a presentation of domain theory, the semantics and methods of proof for several functional languages are treated. The simplest language is that of recursion equations with both call-by-value and call-by-name evaluation. This work is extended to languages with higher and recursive types, including a treatment of the eager and lazy lambda-calculi. Throughout, the relationship between denotational and operational semantics is stressed, and the proofs of the correspondence between the operational and denotational semantics are provided. The treatment of recursive types - one of the more advanced parts of the book - relies on the use of information systems to represent domains. The book concludes with a chapter on parallel programming languages, accompanied by a discussion of methods for specifying and verifying nondeterministic and parallel programs.

Explains the concepts underlying programming languages, and demonstrates how these concepts are synthesized in the major paradigms: imperative, OO, concurrent, functional, logic and with recent scripting languages. It gives greatest prominence to the OO paradigm. Includes numerous examples using C, Java and C++ as exemplar languages. Additional case-study languages: Python, Haskell, Prolog and Ada. Extensive end-of-chapter exercises with sample solutions on the companion Web site. Deepens study by examining the motivation of programming languages not just their features.

This textbook offers an understanding of the essential concepts of programming languages. The text uses interpreters, written in Scheme, to express the semantics of many essential language elements in a way that is both clear and directly executable.

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

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