CMPS 3500

Programming Languages

Dr. Chengwei Lei
CEECS
California State University, Bakersfield
Chapter 1

Preliminaries
Chapter 1 Topics

- Reasons for Studying Concepts of Programming Languages
- Programming Domains
- Language Evaluation Criteria
- Influences on Language Design
- Language Categories
- Language Design Trade-Offs
- Implementation Methods
- Programming Environments
Reasons for Studying Concepts of Programming Languages

- Increased ability to express ideas
- Improved background for choosing appropriate languages
- Increased ability to learn new languages
- Better understanding of significance of implementation
- Better use of languages that are already known
- Overall advancement of computing
Programming Domains
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- Scientific applications
  - Large numbers of floating point computations; use of arrays
  - Fortran
- Business applications
  - Produce reports, use decimal numbers and characters
  - COBOL
- Artificial intelligence
  - Symbols rather than numbers manipulated; use of linked lists
  - LISP
- Systems programming
  - Need efficiency because of continuous use
  - C
- Web Software
  - Eclectic collection of languages: markup (e.g., HTML), scripting (e.g., PHP), general-purpose (e.g., Java)
Language Evaluation Criteria
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- **Readability**: the ease with which programs can be read and understood
- **Writability**: the ease with which a language can be used to create programs
- **Reliability**: conformance to specifications (i.e., performs to its specifications)
- **Cost**: the ultimate total cost
Evaluation Criteria: Readability

- Overall simplicity
  - A manageable set of features and constructs
  - Minimal feature multiplicity
  - Minimal operator overloading

- Orthogonality
  - A relatively small set of primitive constructs can be combined in a relatively small number of ways
  - Every possible combination is legal

- Data types
  - Adequate predefined data types

- Syntax considerations
  - Identifier forms: flexible composition
  - Special words and methods of forming compound statements
  - Form and meaning: self-descriptive constructs, meaningful keywords
Evaluation Criteria: Writability

- Simplicity and orthogonality
  - Few constructs, a small number of primitives, a small set of rules for combining them

- Support for abstraction
  - The ability to define and use complex structures or operations in ways that allow details to be ignored

- Expressivity
  - A set of relatively convenient ways of specifying operations
  - Strength and number of operators and predefined functions
Evaluation Criteria: Reliability

- **Type checking**
  - Testing for type errors

- **Exception handling**
  - Intercept run-time errors and take corrective measures

- **Aliasing**
  - Presence of two or more distinct referencing methods for the same memory location

- **Readability and writability**
  - A language that does not support “natural” ways of expressing an algorithm will require the use of “unnatural” approaches, and hence reduced reliability
Evaluation Criteria: 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
Evaluation Criteria: Others

- **Portability**
  - The ease with which programs can be moved from one implementation to another
- **Generality**
  - The applicability to a wide range of applications
- **Well-definedness**
  - The completeness and precision of the language’s official definition