

# Lecture 1

## Preliminaries



CONCEPTS OF  
**Programming  
Languages**

TENTH EDITION

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# Topics

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- 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

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- 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 → (cost of training programmers, cost of creating software, cost of compiling programs, cost of executing programs which is influenced by the language's design)

# Evaluation Criteria: Readability

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- 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

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- Simplicity and orthogonality
  - Few constructs, a small number of primitives, a small set of rules for combining them
    - orthogonality: Combining a set of constructs by using a set of rules
- Support for abstraction
  - The ability to define and use complex structures or operations in ways that allow details to be ignored. For example a sort function can be used in many places. If we don't have it, we have to replicate the code for sorting.
- Expressivity
  - A set of relatively convenient ways of specifying operations
  - Strength and number of operators and predefined functions
  - In a language called APL, there are very powerful operators that allow a great deal of computation to be accomplished with a very small program.

# Evaluation Criteria: Reliability

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- **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

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- 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

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- **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

# Influences on Language Design

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- Computer Architecture
  - Languages are developed around the prevalent computer architecture, known as the *von Neumann* architecture
- Program Design Methodologies
  - New software development methodologies (e.g., object-oriented software development) led to new programming paradigms and by extension, new programming languages

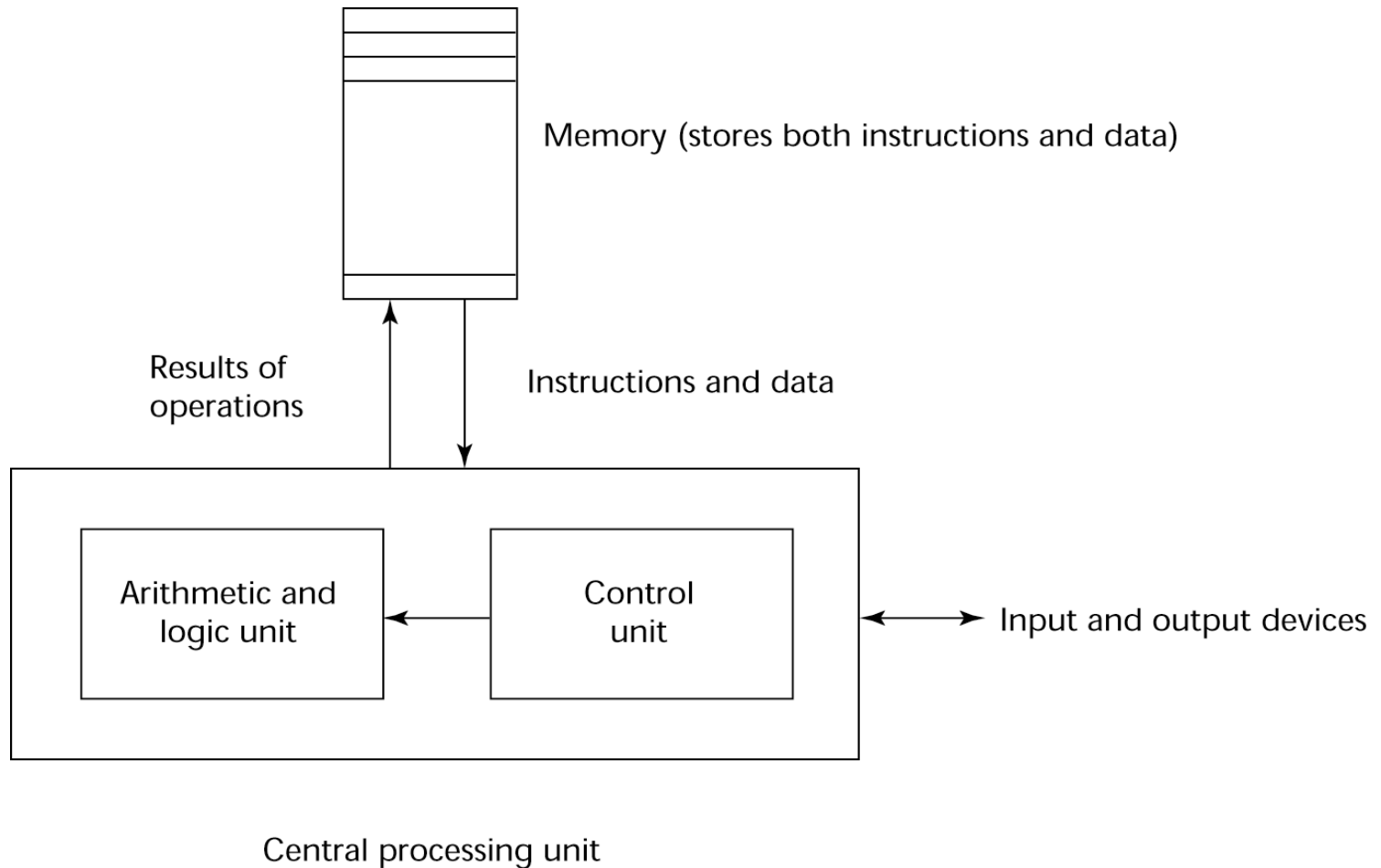
# Computer Architecture Influence

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- Well-known computer architecture: Von Neumann
- Imperative languages, most dominant, because of von Neumann computers
  - Data and programs stored in memory
  - Memory is separate from CPU
  - Instructions and data are piped from memory to CPU
  - Basis for imperative languages
    - Variables model memory cells
    - Assignment statements model piping
    - Iteration is efficient

# The von Neumann Architecture

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# The von Neumann Architecture

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- Fetch–execute–cycle (on a von Neumann architecture computer)

```
initialize the program counter
```

```
repeat forever
```

```
    fetch the instruction pointed by the counter
```

```
    increment the counter
```

```
    decode the instruction
```

```
    execute the instruction
```

```
end repeat
```

# Programming Methodologies Influences

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- 1950s and early 1960s: Simple applications; worry about machine efficiency
- Late 1960s: People efficiency became important; readability, better control structures
  - structured programming
  - top-down design and step-wise refinement
- Late 1970s: Process-oriented to data-oriented
  - data abstraction
- Middle 1980s: Object-oriented programming
  - Data abstraction + inheritance + polymorphism

# Language Categories

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- Imperative
  - Central features are variables, assignment statements, and iteration
  - Include languages that support object-oriented programming
  - Include scripting languages
  - Include the visual languages
  - Examples: C, Java, Perl, JavaScript, Visual BASIC .NET, C++
- Functional
  - Main means of making computations is by applying functions to given parameters
  - Examples: LISP, Scheme, ML, F#
- Logic
  - Rule-based (rules are specified in no particular order)
  - Example: Prolog
- Markup/programming hybrid
  - Markup languages extended to support some programming
  - Examples: JSTL, XSLT



# Language Design Trade-Offs

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- **Reliability vs. cost of execution**
  - Example: Java demands all references to array elements be checked for proper indexing, which leads to increased execution costs
- **Readability vs. writability**

Example: APL provides many powerful operators (and a large number of new symbols), allowing complex computations to be written in a compact program but at the cost of poor readability
- **Writability (flexibility) vs. reliability**
  - Example: C++ pointers are powerful and very flexible but are unreliable

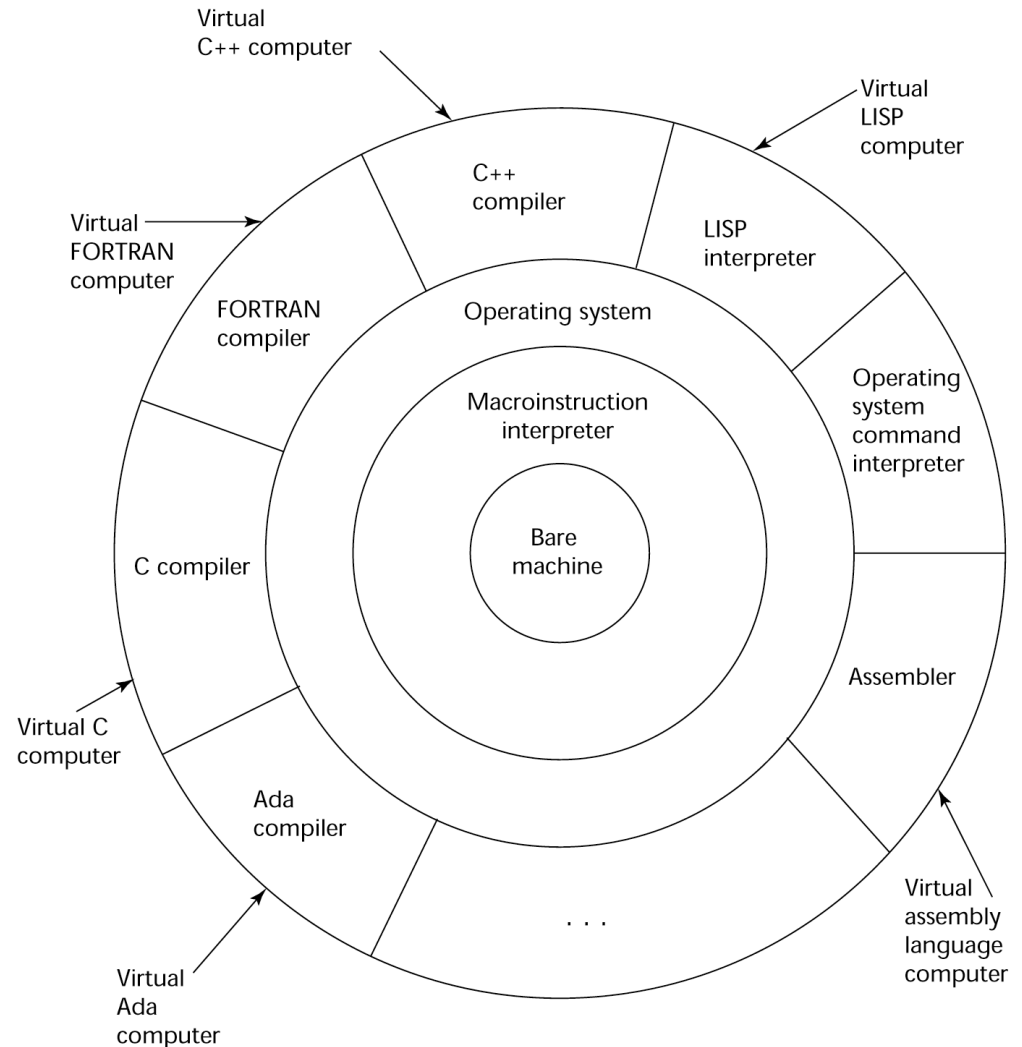
# Implementation Methods

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- **Compilation**
  - Programs are translated into machine language; includes JIT systems
  - Use: Large commercial applications
- **Pure Interpretation**
  - Programs are interpreted by another program known as an interpreter
  - Use: Small programs or when efficiency is not an issue
- **Hybrid Implementation Systems**
  - A compromise between compilers and pure interpreters
  - Use: Small and medium systems when efficiency is not the first concern

# Layered View of Computer

The operating system and language implementation are layered over machine interface of a computer

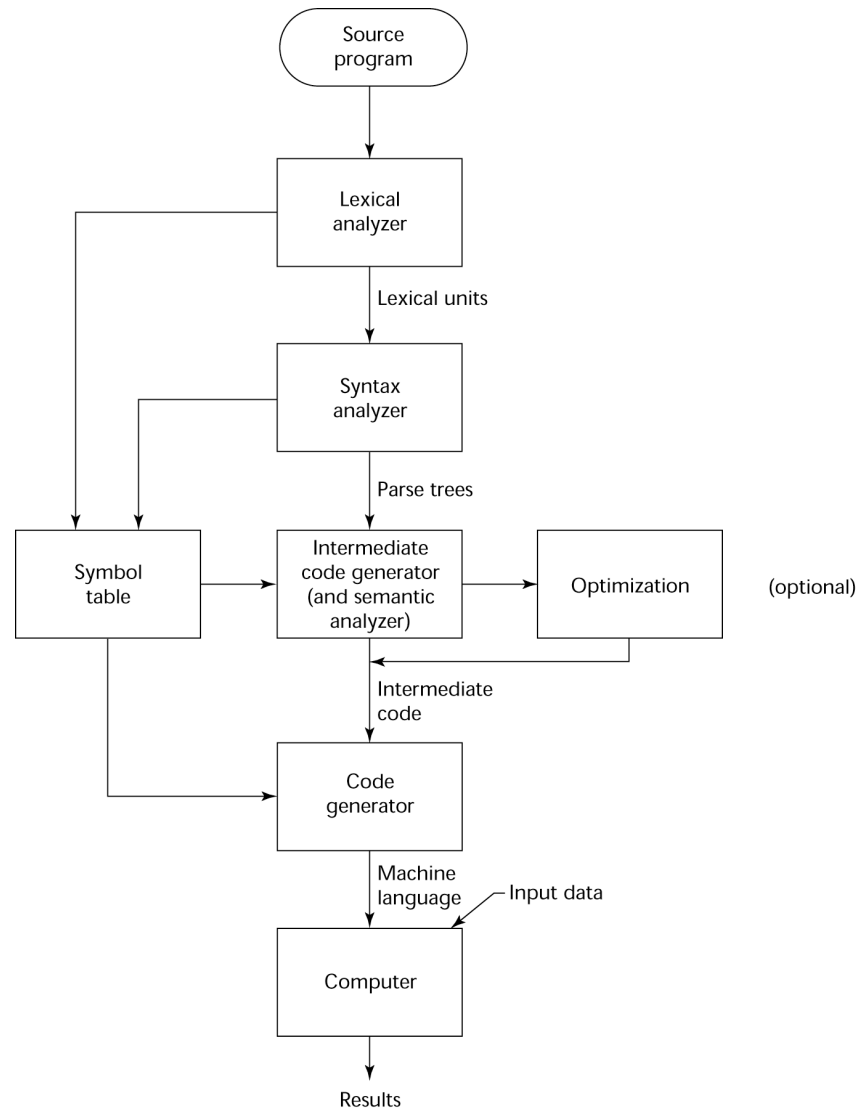


# Compilation

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- Translate high-level program (source language) into machine code (machine language)
- Slow translation, fast execution
- Compilation process has several phases:
  - lexical analysis: converts characters in the source program into lexical units
  - syntax analysis: transforms lexical units into *parse trees* which represent the syntactic structure of program
  - Semantics analysis: generate intermediate code
  - code generation: machine code is generated

# The Compilation Process



# Additional Compilation Terminologies

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- **Load module** (executable image): the user and system code together
- **Linking and loading**: the process of collecting system program units and linking them to a user program

# Von Neumann Bottleneck

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- Connection speed between a computer's memory and its processor determines the speed of a computer
- Program instructions often can be executed much faster than the speed of the connection; the connection speed thus results in a *bottleneck*
- Known as the *von Neumann bottleneck*; it is the primary limiting factor in the speed of computers

# Pure Interpretation

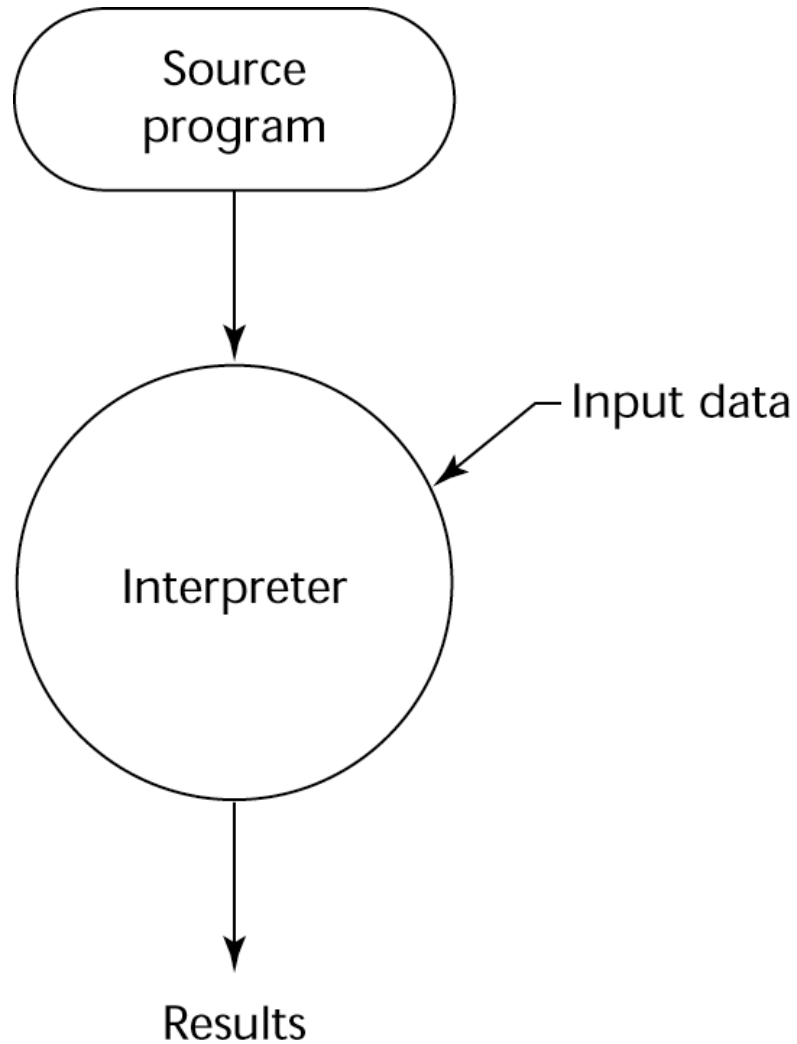
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- No translation
- Easier implementation of programs (run-time errors can easily and immediately be displayed)
- Slower execution (10 to 100 times slower than compiled programs)
- Often requires more space
- Now rare for traditional high-level languages
- Significant comeback with some Web scripting languages (e.g., JavaScript, PHP)



# Pure Interpretation Process

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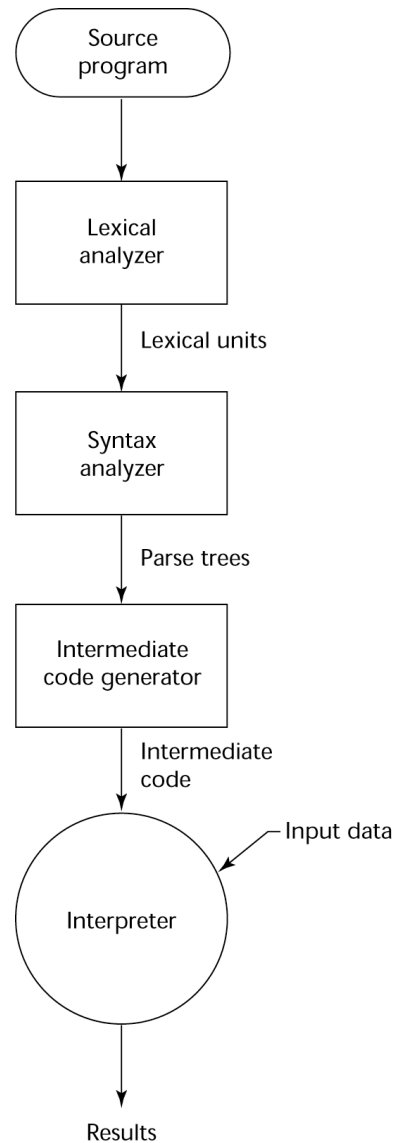
# Hybrid Implementation Systems

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- A compromise between compilers and pure interpreters
- A high-level language program is translated to an intermediate language that allows easy interpretation
- Faster than pure interpretation
- Examples
  - Perl programs are partially compiled to detect errors before interpretation
  - Initial implementations of Java were hybrid; the intermediate form, *byte code*, provides portability to any machine that has a byte code interpreter and a run-time system (together, these are called *Java Virtual Machine*)

# Hybrid Implementation Process

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# Just-in-Time Implementation Systems

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- Initially translate programs to an intermediate language
- Then compile the intermediate language of the subprograms into machine code when they are called
- Machine code version is kept for subsequent calls
- JIT systems are widely used for Java programs
- .NET languages are implemented with a JIT system
- In essence, JIT systems are delayed compilers

# Preprocessors

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- Preprocessor macros (instructions) are commonly used to specify that code from another file is to be included
- A preprocessor processes a program immediately before the program is compiled to expand embedded preprocessor macros
- A well-known example: C preprocessor
  - expands `#include`, `#define`, and similar macros

# Programming Environments

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- A collection of tools used in software development
- UNIX
  - An older operating system and tool collection
  - Nowadays often used through a GUI (e.g., CDE, KDE, or GNOME) that runs on top of UNIX
- Microsoft Visual Studio.NET
  - A large, complex visual environment
- Used to build Web applications and non-Web applications in any .NET language
- NetBeans
  - Related to Visual Studio .NET, except for applications in Java

# Summary

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- The study of programming languages is valuable for a number of reasons:
  - Increase our capacity to use different constructs
  - Enable us to choose languages more intelligently
  - Makes learning new languages easier
- Most important criteria for evaluating programming languages include:
  - Readability, writability, reliability, cost
- Major influences on language design have been machine architecture and software development methodologies
- The major methods of implementing programming languages are: compilation, pure interpretation, and hybrid implementation