INTRODUCTION

PROGRAMMING LANGUAGES SPRING 2015
INSTRUCTOR

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I will post TA information on the course website as I receive it.
COURSE OBJECTIVES

Simply put, our goal is to obtain the knowledge and develop the skills necessary to design a new programming language (in principle).
COURSE OBJECTIVES

• Understand common language constructs and features.
• Understand the subtlety in language features such as scoping, binding, and parameter passing.
• Be able to simulate useful language features where they are lacking.
• Understand the general approach to implementing a new language, including writing a compiler/interpreter for the language.
• Become comfortable with a variety of programming paradigms, including procedural, object-oriented, functional, and logical languages
Textbook: Programming Language Pragmatics, Michael L. Scott.

Pre-reqs: COP4530 as well as proficiency in C++ and familiarity with Unix.

Course Website: http://www.cs.fsu.edu/~carnahan/cop4020.

I will use the course website to post all announcements, assignments, lectures, etc. Please bookmark the page and don’t forget to check it frequently for updates. All grades will be posted on Blackboard.
GRADING

• Oral Presentation and Research Paper (10%)
• Programming Projects (25%)
• Homework Assignments (15%)
• Midterm (20%)
• Final (30%)
YOUR RESPONSIBILITIES

• Understand Lectures and Reading Assignments.
• Attend office hours when needed.
• Check course webpage and email regularly.
• Uphold Academic Honor Policy.