

## CS 330 Lecture 3

### > Outline

- > Quickly finish last lecture
- > Brief overview of semantics
- > Intro to functional programming
- > Assignment I

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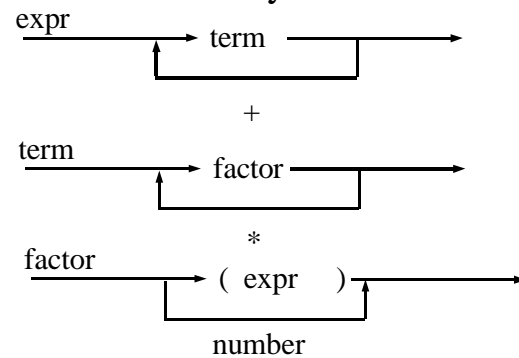
## EBNF

- >  $\langle \text{statement-list} \rangle := \{ \langle \text{statement} \rangle \}$
- >  $\langle \text{st-list} \rangle := \langle \text{empty} \rangle$   
|  $\langle \text{statement} \rangle ; \langle \text{st-list} \rangle$
- > Basically shorthands and metasymbols for commonly used CFG structures

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## Syntax chart



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## Parsing

- > Recognizer, parser
- > shift-reduce or bottom-up parsers
- > top-down
- > recursive decent parsing

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## Names and attributes

- > `const int n = 5;`
  - > name `n`
  - > type attribute = `const int`
  - > value attribute = `5`
- > `double f(int n) {.....}`
  - > name `f`
  - > type attribute = function of 1 int argument that returns a double
  - > body attribute = the actual code

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## Binding

- > Associate attribute to a name
- > Static binding
  - > Translation
  - > Linking
  - > Loading
- > Dynamic binding

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## Let's think about adding variables to Moo

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## Symbol Table or Environment

- > Function that expresses the bindings of attributes to names
- > Compilers – Symbol Table
- > Interpreters – Environment
- > Variable dictionary
  - > Insert
  - > Lookup
  - > Delete

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## Scope

- › Region of program where a binding is maintained
- › Let's draw some symbol tables
- › Static and dynamic scoping
- › Name resolution and overloading

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## Functional Languages

- › Black box view
- › Function  $y=f(x)$   $f: X \rightarrow Y$ 
  - › domain  $X$ , range  $Y$
  - ›  $x$  = independent variable,  $y$  = dependent variable
  - › partial vs total function
- › Function definition, application

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## Functional Languages

- › Scheme, ML, Haskell
- › AI, prototyping, proof-systems
- › Advantages
  - › Uniform view of programs as functions
  - › Automatic memory management
  - › Great flexibility, conciseness of notation and simple semantics
- › Drawback (used to be)
  - › Inefficiency

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## Then why people don't use them

- › Persistence of established technology
- › More abstract and mathematical
- › Object-oriented programming mirrors everyday experience so for simple programs it is easier (that's why it doesn't work very well :-))
- › Less libraries although they are catching up

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## Side-effects – the enemy

- › In pure functional language there are no assignments only bindings.
- › Referential transparency
  - › Function that its value depends only on the values of its arguments
- › Value semantics
- › Functions are first class citizens

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## Assignment 1

- › Postfix calculator for rational number
- ›  $1|2 + 3|2 = 5|2$
- › Postfix (reverse Polish)
  - ›  $1|2\ 3|2 +$
- › More details on the web page
- › Any language you want
- › Write for someone to read

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## Next week

- › Introduction to SML with emphasis on learning important concepts in Programming Languages

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