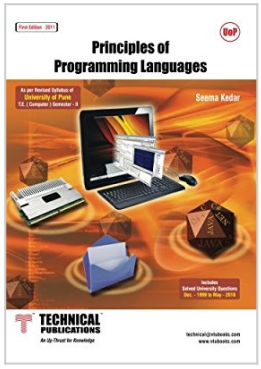

PRINCIPLES OF PROGRAMMING LANGUAGES

By Seema Kedar

PRINCIPLES OF PROGRAMMING LANGUAGES By Seema Kedar

Introduction Role of programming languages, Need to study programming languages, Characteristics of a good programming languages, introduction to various programming paradigms : Procedural, Object-oriented, Logic and functional programming, Parallel programming, Concurrent programming. Data Types : Properties of structured and non-structured data types and objects,Variables, Constants, Derived and abstract data types, Declaration, Type checking. Binding and binding times, Type conversion, Scalar data type, Composite data types, Implementation and storage representation of data types and control flow statement. Procedures : Procedure call and return, Recursive subprogram. Different parameter passing methods, Lifetime of variables, Scope rules : Static and Dynamic scope, Referencing environmment; Activation records (Local, Non local and global), Storage management (static and dynamic), Exceptions and exception handling. Procedural Programming Design principles, Control flow : Statement-oriented and block-oriented structure programming, Execution steps, Desirable and undesirable characteristics of procedural programming. Procedural Programming with Pascal : Program structure, Lexical elements, Data types, Operators and punctuators, Variable and type declarations, I/O, Type conversion, Control structures; Conditional and iterative, Arrays, Procedures and functions, Local and global variables, Nested procedures and scope rules, Pointers, Parameter passing, User defined data types, Comparative study of C and PASCAL. Object Oriented Programming Design principles : Objects, Classes, Messages and Methods, implementation of object-oriented programming, Object Oriented Programming with Java : Program structure, Object and class declarations, Constructors, Inheritance, Polymorphism, Access specification, Interfaces, Packages, Exception handling, Java I/O, Java applications and applets, Introduction to Java threads and multithreading, socket programming, JDBC, Comparative study of C++ and Java. Unit IV - Introduction to .NET Technology and C# Brief introduction to microsoft .NET - The microsoft .NET platform, .NET framework, Advantages, Introduction to C#, Type system, Classes, Method, Properties, Arrays, Interfaces, Delegates and event handlers, Assemblies and modules, Late binding, Creating and executing code at run time. Multithreading patterns, Exception handling. Logic Programming Logic programming language model, Logical statements, Resolution, Unification, Search structures : Backward and forward, Applications

of logic programming. Logic Programming with Prolog : Program structure, Logical variable, Syntax structure, Control structure, Resolution and unification, Depth-first search, Backtracking, Cut operator, Recursive rules, Prolog facilities and deficiencies. Functional Programming Introduction to functional programming, Lambda calculus : Ambiguity, Free and bound identifiers, Reductions, Typed lambda calculus, Application of functional programming. Functional Programming with LISP : Elements of functional programming, Function declaration, Expression evaluation, Type checking.

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Editorial Review

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