		Teachin	g Guide		
	Identifyin	g Data			2017/18
Subject (*)	Programming Language Design Code		614G01065		
Study programme	Grao en Enxeñaría Informática			'	
		Desci	riptors		
Cycle	Period	Ye	ear	Туре	Credits
Graduate	1st four-month period	For	urth	Obligatoria	6
Language	Spanish		,		<u>'</u>
Teaching method	Face-to-face				
Prerequisites					
Department	Computación				
Coordinador	Alonso Pardo, Miguel angel E-mail miguel.alonso@udc.es			udc.es	
Lecturers	Alonso Pardo, Miguel angel E-mail miguel.alonso@udc.es			udc.es	
Web	moodle.udc.es				
General description	This course deals with the following	ng aspects of t	he specification an	d design of programmin	ng languages:
	* Design Criteria for control structor	ures and datat	ypes.		
	* Design of object-oriented programming languages.				
* Models for the formal definition of the semantics of programming languages					
	* Formal specification of type systems. Subtyping relations  * Computability. Analysis of complexity and its relation to the design of programming languages.				
					uages.

	Study programme competences
Code	Study programme competences
A39	Capacidade para ter un coñecemento profundo dos principios fundamentais e modelos da computación, e saber aplicalos para
	interpretar, seleccionar, valorar, modelar, e crear novos conceptos, teorías, usos e desenvolvementos tecnolóxicos relacionados coa
	informática.
A40	Capacidade para coñecer os fundamentos teóricos das linguaxes de programación e as técnicas de procesamento léxico, sintáctico e
	semántico asociadas, e saber aplicalas para a creación, o deseño e o procesamento de linguaxes.
B1	Capacidade de resolución de problemas
C2	Dominar a expresión e a comprensión de forma oral e escrita dun idioma estranxeiro.
C6	Valorar criticamente o coñecemento, a tecnoloxía e a información dispoñible para resolver os problemas cos que deben enfrontarse.

Learning outcomes			
Learning outcomes		Study programme	
		competences	
To manage the design principles of the main control structures of programming languages and their implications for program	A39	B1	C6
development	A40		
To manage the design principles of the main data structures of programming languages and their implications for program	A39	B1	C6
development	A40		
To understand and master the design principles of object-oriented languages and the implications that design choices have on	A39	B1	C6
the development of programs	A40		
To introduce lambda-calculus, typed and untyped, as the fundamental core of programming languages.	A39	B1	C2
	A40		C6
To understand the formal base of typing and subtyping systems	A39	B1	C2
	A40		C6

Contents		
Topic	Sub-topic Sub-topic	

Principles of Programming Language Design	Names, scopes and binding
	Control flow
	Data types
	Subroutines
Object-Oriented Languages	Fundamental concepts of object-oriented languages
	Type problems in object-oriented languages
Formal definition of type systems	Operational, denotational and axiomatic semantics
	An introduction to lambda-calculus
	Typed lambda-calculus
Computability and Complexity	Computability and Lambda calculus
	Complexity classes

	Plannin	g		
Methodologies / tests	Competencies	Ordinary class	Student?s personal	Total hours
		hours	work hours	
Laboratory practice	A39 C2 C6	14	42	56
Workshop	B1 C6	7	14	21
Objective test	A40 B1	2	6	8
Guest lecture / keynote speech	A40 C2	21	42	63
Personalized attention		2	0	2
(*)The information in the planning table is for	quidance only and does not	take into account the	heterogeneity of the stud	dents.

	Methodologies
Methodologies	Description
Laboratory practice	Activity that allows students to learn effectively through the realization of practical activities, in this case lab assignments,
	demonstrations and exercises.
Workshop	They are made to complement all other activities, in some cases solved independently by the student and sometimes under
	the supervision of the professor.
Objective test	Test in which the knowledge acquired in the theoretical and practical parts of the subject will be assessed.
Guest lecture /	Oral presentation complemented with the use of audiovisual media and the formulation of questions to/by the students, with
keynote speech	the aim of transmitting knowledge and stimulate critical thinking

	Personalized attention
Methodologies	Description
Workshop	Lectures, problem-solving sessions and practical sessions will be developed in response to student progress in understanding
Laboratory practice	and assimilation of the contents. Overall progress will be made compatible with specific attention to those students who have more difficulties in the learning task and with additional support to those that present greater ease and wish to increase their knowledge.
	Individual tutoring should not be used to extend the contents with new concepts, but to clarify the concepts already discussed in class. The teacher will use them as an interaction that allows him to draw conclusions about the degree of assimilation of the subject by students.

Assessment			
Methodologies	Competencies	Description	Qualification
Workshop	B1 C6	Otras actividades evaluables, cuyo contenido se desarrollarán en las horas de TGR.	20
Objective test	A40 B1	Ejercicio escrito	40
Laboratory practice	A39 C2 C6	Trabajos de laboratorio	40



## **Assessment comments**

The theoretical part of the course computes 40% of the grade. TGR activities compute for 20% of the grade. The evaluation of TGR's will be held in the written exam

The remaining 40% is divided between lab assignments and any other evaluation activities performed throughout the course. To pass the course the student must pass each and every one of the sections of the evaluation. For second chance, the results of each section at the first opportunity will be preserved. In the case of part-time students, failure to attend classes and practices which are duly justified TGR will not be penalized. An student can get bonus points for doing the activities in English (for example, deliver the report of a lab assignment in English, present an exercise in English, etc). In no case he/she will be penalized for performing activities in Spanish and/or Galician.

	Sources of information	
Basic	- Michael L. Scott (2009). Programming Language Pragmatics. Third edition. Morgan Kaufmann Publish- ers,	
	Burlington, MA	
	- Kim B. Bruce (2002). Foundations of Object-Oriented Languages: Types and Semantics. The MIT Press, Cambridge,	
	MA	
	- Benjamin C. Pierce (2002). Types and Programming Languages. The MIT Press, Cambridge, MA	
	- Fortnow, Lance (2013). P, NP, and the search for the impossible. Princeton University Press	
Complementary	- David A. Watt (2004). Programming Language Design Concepts. ohn Wiley and sons, Chichester, West Suusex,	
	England	
	- Franklyn A. Turbak and David K. Gifford (2008). Design Concepts in Programming Languages. MIT Press,	
	Cambridge, MA	
	- Robert W. Sebesta (2010). Concepts of Programming Languages. Pearson	

Recommendations	
Subjects that it is recommended to have taken before	
Programming Paradigms/614G01014	
Theoretical Computer Science/614G01039	
Subjects that are recommended to be taken simultaneously	
Language Processing/614G01067	
Subjects that continue the syllabus	
Other comments	

(\*)The teaching guide is the document in which the URV publishes the information about all its courses. It is a public document and cannot be modified. Only in exceptional cases can it be revised by the competent agent or duly revised so that it is in line with current legislation.