

<b>Course Title</b>	<b>CS-814 Theory of Programming Languages</b>
Credit Hours:	<b>3+0</b>
Objective:	<ul style="list-style-type: none"> <li>• This course aimed to develop in-depth understanding of working, structure and features of different computer languages paradigms. It equips students with better understanding of each language's usefulness and its applications</li> </ul>
Outcomes	<ul style="list-style-type: none"> <li>• Develop in depth understanding of different programming language paradigms and their underlying structures.</li> <li>• Analyze different programming languages their features, constructs, and applications.</li> <li>• Apply programming language knowledge to solve real life computational problems effectively</li> </ul>
<b>Contents</b>	<ul style="list-style-type: none"> <li>• <b>Introduction</b> <ol style="list-style-type: none"> <li>a. <b>Syntax</b> <ol style="list-style-type: none"> <li>i. Context-Free Grammars</li> <li>ii. Regular Expressions</li> <li>iii. Attribute Grammars and Static Semantics</li> </ol> </li> <li>b. <b>Semantics</b> <ol style="list-style-type: none"> <li>i. Algebraic Semantics</li> <li>ii. Axiomatic Semantics</li> </ol> </li> <li>c. <b>Operational Semantics Pragmatics</b> <ol style="list-style-type: none"> <li>i. Bindings and Binding Times</li> <li>ii. Values and Types</li> <li>iii. Procedures and Functions</li> <li>iv. Scope and Blocks</li> <li>v. Parameters and Arguments</li> <li>vi. Safety</li> </ol> </li> </ol> </li> <li>• <b>Imperative Programming</b> <ol style="list-style-type: none"> <li>i. Variables and Assignment</li> <li>ii. Control Structures</li> <li>iii. Exceptions</li> <li>iv. Aliasing</li> <li>v. Sequential Expressions</li> <li>vi. Structured Programming</li> <li>vii. Expression-oriented languages</li> </ol> </li> <li>• <b>Object-Oriented Programming</b> <ol style="list-style-type: none"> <li>i. Objects</li> <li>ii. Classes</li> <li>iii. Inheritance</li> <li>iv. Types and Classes</li> <li>v. Abstraction and Generalization</li> <li>vi. Encapsulation ADTs</li> <li>vii. Partitions</li> <li>viii. Scope Rules</li> </ol> </li> </ul>

	<ul style="list-style-type: none"> <li>• <b>Functional Programming</b> <ul style="list-style-type: none"> <li>i. The Lambda Calculus</li> <li>ii. Recursive Functions</li> <li>iii. Lexical Scope Rules</li> <li>iv. Functional Forms</li> <li>v. Evaluation Order</li> <li>vi. Values and Types</li> <li>vii. Type Systems and Polymorphism</li> <li>viii. Program Transformation</li> <li>ix. Pattern matching</li> <li>x. Combinatorial Logic</li> <li>xi. Scheme</li> </ul> </li> <li>• <b>Logic Programming</b> <ul style="list-style-type: none"> <li>i. Inference Engine</li> <li>ii. Syntax</li> <li>iii. Semantics</li> <li>iv. The Logical Variable</li> <li>v. Iteration vs Recursion</li> <li>vi. Backtracking</li> </ul> </li> <li>• <b>Concurrent Programming</b> <ul style="list-style-type: none"> <li>i. Concurrency</li> <li>ii. Issues in Concurrent Programming</li> <li>iii. Syntax</li> <li>iv. Interfering Processes</li> <li>v. Non-interfering Processes</li> <li>vi. Cooperating Processes</li> <li>vii. Synchronizing Processes</li> </ul> </li> </ul>
<b>Textbook:</b>	Programming Language Pragmatics by Michael L. Scott, Morgan Kaufmann; 3 Edition 2009. ISBN-10: 0123745144
<b>Reference</b>	<ol style="list-style-type: none"> <li>1. Practical Foundations for Programming Languages, Harper, R., Cambridge University Press, 2016, ISBN: 9781107150300</li> <li>2. Concepts of Programming Languages, Robert W. Sebesta, 8<sup>th</sup> ed, Addison-Wesley Higher Education, 2008, ISBN-10: 0-321-49362-1 ISBN-13: 978-0-321-49362-0</li> <li>3. Programming Languages: Paradigm &amp; Practice, Appleby, VandeKopple, 2<sup>nd</sup> Edition, McGraw-Hill</li> <li>4. Programming Languages Concepts, Carlo Ghezzi and Mehdi Jazayeri, 3<sup>rd</sup> ed, John Wiley &amp; Sons</li> </ol>