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the ACM SIGPLAN
's most important
conferences. The
precursor of PLDI
was the Symposium

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Optimization, held
July 27 – 28, 1970 at
the University of
Illinois at Urbana-
Champaign and
chaired by Robert
S. Northcote.

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approach, this text explores the major issues in both design and implementation of modern programming languages and provides a basic introduction to the underlying theoretical models on which these languages are

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based. It focuses on the underlying software and hardware architecture that guides language design, helping students understand why certain decisions are more rational than others in building a program.

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theoretical models
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concepts readers
learn important
ideas, not minor
language
differences but
several ...

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will also have
gained practical
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multiple different
languages.

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and implementation
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language designers,
compiler writers,
and other computer
scientists It also
covers descriptive
tools and historical
precedents so that

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A programming language implementation is a system for executing computer programs. There are two general approaches to programming

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Interpretation is a method of executing a program. The program is read as input by an interpreter, which performs the actions written in the program.

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Compilation is a different process, where a compiler reads in a program, but instead of running the program, the compiler translates it into some other language,

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implementation -

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Exceptionally comprehensive in approach, this book explores the major issues in both design and implementation of modern programming languages and provides a basic introduction to the underlying

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theoretical models on which these languages are based. The emphasis throughout is on fundamental concepts—readers learn important ideas, not minor language differences--but several languages are ...

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Design and
implementation.

Classes are
composed from
structural and
behavioral
constituents.

Programming
languages that

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include classes as a programming construct offer support, for various class-related features, and the syntax required to use these features varies greatly from one programming language to another.

Structure

Class (computer

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This new edition of
Principles of
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Languages covers
both design and
implementation
issues important for
computer users and

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compiler writers. It goes beyond these basic topics to cover descriptive tools as well as historical precedents so that design issues can be communicated and viewed in their historical context.

Principles of
Programming

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evaluation
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type systems,

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semantics, formal
definition of
programming
languages including

BNF, compiling
techniques, code
generation,
generative
programming,
abstract machine
design,
optimisation,
program analysis,

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threads,
concurrency and
parallelism support
and garbage
collection.

CS4201:
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...

This book aims to
make programming

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implementation as easy as possible. It will guide you through all the phases of the design and implementation of a compiler or an interpreter. You can learn the material in one or two weeks and then build your own language as a

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and Implementation.
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where researchers,
developers,
educators, and
practitioners

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information on the
latest practical and
experimental work
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Symposium on
Principles of
Programming
Languages (POPL).
A conference to
discuss aspects of
programming
languages. ACM

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SIGPLAN
Conference on
Programming
Language Design
and Implementation
(PLDI). A
conference not only
about design but
also about
implementation. I ' m
very excited to
attend this year, so
expect a blogpost
about it.

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language design and
compilers: where to
start?

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Pratt and M.
Zelkowitz Prentice
Hall, 2001 Book
sections: • Section
1.5 • Section 2.2.4

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- Section 6.5
- Appendix A.2
- Appendix A.3
- Appendix A.5

Three generations
of programming
language These
three languages all
have the same basic
syntax.

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Languages,
Language Design,
and Organization of
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Languages, in
departments of
Computer Science
and Computer
Engineering.

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languages are based. It focuses on the underlying software and hardware architecture that guides language design, helping students understand why certain decisions are more rational than others in building a program. The

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emphasis
throughout is on
fundamental
concepts students
learn important
ideas, not minor
language
differences but
several languages
are highlighted in
sufficient detail to
enable students to
write programs that
demonstrate the

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relationship
between a source
program and its
execution behavior,
without having to
purchase separate
language reference
manuals.

This describes
programming
language design by
means of the
underlying software

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and hardware
architecture that is
required for
execution of
programs written in
those languages.

"Foundations of
Programming
Languages"
Page 53/79

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presents topics relating to the design and implementation of programming languages as fundamental skills that all computer scientists should possess. Rather than provide a feature-by-feature examination of programming

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languages, the author discusses programming languages organized by concepts. The first five chapters provide students with a successful foundation for the study of programming languages. This includes topics such as the data

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structures,
expression
notations, and
abstraction in
chapters 2 and 3.

Later,
metalanguages are
introduced for the
formal specification
of the syntax and
semantics of
computer
programming
languages. This

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material is presented in a manner that allows one to customize the coverage based on course need.

Seyed Roosta also teaches paradigm-specific topics with special care, dedicating two full chapters to each paradigm. The first focuses on the

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Specifications of paradigm, including an emphasis on abstraction

principles to help
students understand
the motivation
behind certain
design issues. The
second chapter
discusses the
implementation
issues related to
the paradigm,

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including the use of popular programming languages to help students

comprehend the relationship to the design issues discussed earlier.

Paradigms discussed include the imperative, object-oriented, logic, functional,

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and parallel. The book concludes with new paradigms of interest today, including Data Flow, Database, Network, Internet, and Windows programming.

In-depth case studies of representative languages from five

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generations of
programming
language design
(Fortran, Algol-60,
Pascal, Ada, LISP,
Smalltalk, and
Prolog) are used to
illustrate larger
themes."--BOOK
JACKET.

Key ideas in
programming
language design and

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Implementation
explained using a
simple and concise
framework; a
comprehensive
introduction
suitable for use as a
textbook or a
reference for
researchers.
Hundreds of
programming
languages are in
use today—scripting

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languages for
Internet commerce,
user interface
programming tools,
spreadsheet
macros, page
format specification
languages, and
many others.

Designing a
programming
language is a
metaprogramming
activity that bears

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certain similarities to programming in a regular language, with clarity and simplicity even more important than in ordinary programming. This comprehensive text uses a simple and concise framework to teach key ideas in programming language design and

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Implementation.

The book's unique approach is based on a family of syntactically simple pedagogical languages that allow students to explore programming language concepts systematically. It takes as premise and starting point the idea that when

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language behaviors

become incredibly

complex, the

description of the

behaviors must be

incredibly simple.

The book presents a set of tools (a mathematical metalanguage, abstract syntax, operational and denotational semantics) and

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uses it to explore a comprehensive set of programming language design dimensions, including dynamic semantics (naming, state, control, data), static semantics (types, type reconstruction, polymorphism, effects), and pragmatics

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(languages,
garbage collection).
The many examples
and exercises offer
students
opportunities to
apply the
foundational ideas
explained in the
text. Specialized
topics and code that
implements many of
the algorithms and
compilation

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languages in the book can be found on the book's Web site, along with such additional material as a section on concurrency and proofs of the theorems in the text. The book is suitable as a text for an introductory graduate or advanced

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languages course; it
can also serve as a
reference for
researchers and
practitioners.

Learn to build
configuration file
readers, data
readers, model-

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generators, source-
to-source
translators, source
analyzers, and
interpreters. You
don't need a
background in
computer
science--ANTLR
creator Terence
Parr demystifies
language
implementation by

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breaking it down into the most common design patterns. Pattern by pattern, you'll learn the key skills you need to implement your own computer languages. Knowing how to create domain-specific languages (DSLs) can give you a huge productivity boost.

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Instead of writing code in a general-purpose programming language, you can first build a custom language tailored to make you efficient in a particular domain. The key is understanding the common patterns found across language

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implementations.
Language Design
Patterns identifies
and condenses the
most common
design patterns,
providing sample
implementations of
each. The pattern
implementations
use Java, but the
patterns themselves
are completely
general. Some of

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the implementations use the well-known ANTLR parser generator, so readers will find this book an excellent source of ANTLR examples as well. But this book will benefit anyone interested in implementing languages, regardless of their

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tool of choice.

Other language
implementation
books focus on

compilers, which
you rarely need in
your daily life.

Instead, Language
Design Patterns
shows you patterns
you can use for all
kinds of language
applications. You'll
learn to create

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configuration file
readers, data
readers, model-
driven code
generators, source-
to-source
translators, source
analyzers, and
interpreters. Each
chapter groups
related design
patterns and, in
each pattern, you'll
get hands-on

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building a complete
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implementation. By
the time you finish
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problems.

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