CSC 430: Programming Languages I

Instructional Information

Professor: Aaron Keen
email: akeen@calpoly.edu
Office: 14-228
Office hours: M: 10-11am, W: 10-11am, R: 1-3pm, F: 10-11am
Course Webpage: `http://www.csc.calpoly.edu/~akeen/courses/csc430`

Lecture Time and Location

Lecture: MWF 11:10am – 12:00pm, 14-250	Lab: MWF 12:10pm – 1:00pm, 14-256
Lecture: MWF 2:10pm – 3:00pm, 8-121	Lab: MWF 3:10pm – 4:00pm, 14-301

Learning Environment

I believe in a supportive learning environment wherein every person deserves respect, every question deserves an answer, and we all work together toward a goal of improved understanding and life-long learning. All members of this class are expected to contribute to a respectful, welcoming, and inclusive environment for every other member of the class.

There is an old adage that encourages those with questions to ask because others may have the same question; you do not need some imagined quorum in order to validate your question or your request for assistance. If you have a question or need assistance, that alone is sufficient. You belong here and your participation in the course is not only welcomed but encouraged.

Course Objectives

- Gain exposure to the theoretical foundations of formal languages and automata.

- Explore the formal semantics of a programming language.

- Apply these theoretical underpinnings to the implementation of an interpreter.

- Gain experience in a different programming style (specifically, functional).

Prerequisites: CSC/CPE 357 and CSC 349

Texts

The course language reference is *ML for the Working Programmer* by Paulson (linked from the course website). Supplemental materials will be linked from the course webpage.

Webpage

Clarifications, changes, etc. regarding the class and assignments will be posted to the course webpage (http://www.csc.calpoly.edu/~akeen/courses/csc430). Read it regularly, especially near when assignments are due. You are responsible for any announcements posted on the course website.

Q&A Forum

I will maintain and regularly monitor a Piazza forum for questions about the assignments and the course material. Questions with code specific to a solution should be made private, but general programming and concept questions should be public to benefit all students.

Activities

Class Participation

The lectures are for your benefit. Ask questions.

Assignments

There will be nine programming assignments.

Exams

There will be six quizzes and one final exam. The quizzes will cover general programming language concepts, the analysis and synthesis of specific concrete programs, and material based on the assignments. The quizzes will be closed book and closed note. For the final exam you will be allowed two 8.5 inches x 11 inches pages of notes.

Grading

The percentage breakdown for the course grade is as follows.

Activity	% per	% total
Assignments	6	54
Quizzes	3	18
Final	28	28
Total		**100**

Simplicity, presentation, and neatness of your solutions are considered in the grading of assignments and exams.

At a **minimum**, your solution to a programming assignment **must** load and compile to be considered for grading. Those that do not meet this minimum criterion will be returned with a score of zero. **Test your programs.**

Due Dates and Lateness

Programming assignments are to be turned in electronically. Assignments must be turned in ON TIME to receive credit. Except in the most extreme situations, **late assignments will not be accepted.** If you cannot complete an assignment by the due date, hand in whatever you have done in order to receive partial credit. **Receiving partial credit, however, should not be your goal.**

Collaboration and Cheating

Policy on Collaboration

Each student is to do their own work on the assignments and exams. It is fine to talk with others about general approaches used to solve the assignments, *but* each student is to develop their own solution; collaborative efforts are **not** allowed. Students are not to exchange program code in any form (hardcopy or electronically).

Using solutions from any other source is forbidden (`github` is not a resource for studying); in particular, using solutions (either instructor's or other students') from previous offerings of this course is not allowed. Using solutions found on the Internet is not allowed. Referring to previous solutions while developing your solution is not allowed.

Collaboration that goes beyond a high-level discussion of general approaches will be considered cheating. If you are unsure about what constitutes proper or improper collaboration, consult the instructor for guidance.

To summarize: all assignments and exams are to be *individual* and *original* efforts.

Instances of cheating or plagiarism will be referred to the Office of Student Rights and Responsibilities. Ask the instructor for clarification *beforehand* if the above rules are not clear.

The Last Page

This page is so I can gather a little information about you at the beginning of the class. Please fill it out, tear it off and leave it with me on the way out.

Who are you?

Name: _____

Section: _____

Major: _____

Email: _____

Enrollment: ____   Enrolled

  ____   Enrolled, thinking about dropping

  ____   Trying to enroll

  ____   Thinking about enrolling

Programming Language(s)
that you have used: _____

_____

Favorite Programming Language(s): _____

_____

Class Expectations

Please take a minute to write out what your goals and expectations are for CSC 430. What do you expect to learn?

Your Interests

Is there anything related to programming languages that you would specifically like to learn about or discuss in this class?