BU CAS CS 520: Principles of Programming Languages

(Syllabus)

• Semester Spring 2019

• Instructor: Hongwei Xi

• Lecture Times: Tue/Thu 2:00-3:15

• Office Hours: Mon: 3:00-5:00; Tue: 3:30-4:30; or by appointment

• Classroom: MCS B25

• Reference Books:

- Introduction to Programming in ATS by Hongwei Xi
- Crash into Functional Programming via ATS by Hongwei Xi
- Practical Foundations for Programming Languages (draft) by Robert Harper
- Types and Programming Languages by Benjamin C. Pierce. ISBN 0-262-16209-1. MIT Press.
- Homepage: http://www.cs.bu.edu/~hwxi/academic/courses/Spring19/CS520.html
- Overview:

Principles of Programming Languages is a course that introduces students to some fundamental principles and techniques in modern programming language design and implementation. The course mainly covers type theories in programming and emphasizes the need for mathematical formalism in both describing and analyzing programming languages and programs.

- Class Schedule Please find on the class homepage a detailed class schedule by each week.
- Grades The final score is calculated using the following formula.

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final score = 20\%·(HW) + 20\%·(MT1) + 20\%·(MT2) + 30\%·(final) + 10\%·(participation)
```

The final letter grade is calculated as follows.

- A: final score is 80% or above (A, A-)
- **B**: final score is 70% or above (B+, B, B-)
- C: final score is 60% or above (C+, C, C-)
- **D**: final score is 50% or above (D)
- Academic Integrity: We adhere strictly to the standard BU guidelines for academic integrity. For this course, it is perfectly acceptable for you to discuss the general concepts and principles behind an assignment with other students. However, it is not proper, without prior authorization of the instructor, to arrive at collective solutions. In such a case, each student is expected to develop, write up and hand in an individual solution and, in doing so, gain a sufficient understanding of the problem so as to be able to explain it adequately to the instructor. Under no circumstances should a student copy, partly or wholly, the completed solution of another student. If one makes substantial use of certain code that is not written by oneself, then the person must explicitly mention the source of the involved code.