

CSSE 304 – Winter 2019-20  
Programming Language Concepts

**Pick up three handouts from the back table**

<http://www.rose-hulman.edu/class/csse/csse304/>

<https://plc.csse.rose-hulman.edu/>

<https://piazza.com/rose-hulman/winter2020/csse304/>

<https://www.rose-hulman.edu/class/csse/csse304/202020/announcements.html>

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Typical office hours MTRF 1:00-3:00 (plus other hours many days)

My [weekly schedule](#) is also linked from the course Schedule Page

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**TAs:** Alysa Crawford, Qiuyun Li, Valerie Liu, Fisher Shen, Quinn McKown,  
Ben Goldstein, Mitchell Schmidt, Jessica Myers, Duncan McKee

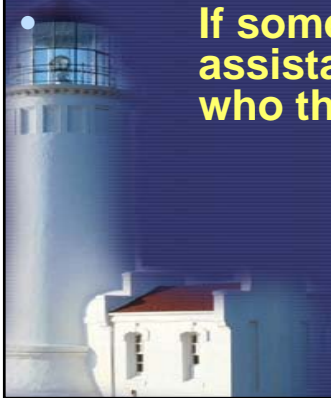
**Joanna Garrett and Tommy McMichen– PercopoTutors for the Learning Center**

## CSSE 304 Day 1

- Pass the attendance sheet (daily)
  - **Today's sheet:** tell me what name you'd like to be called by me and by other students.
- Brief Announcements
- What's on the web?
- Scheme Intro (assumes that you viewed the five videos)
- Instructor/course intro: **will happen Day 3**
  - because we will dive into Scheme for the first two class days.
- **Scheme-a-thon:** Days 1-12.

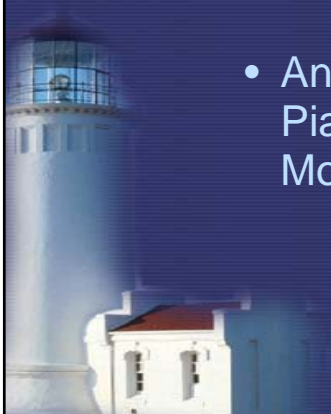
## Announcements

- TA lab hours begin today.
- Student assistants can give you help on installing Scheme and/or editors, getting started with Scheme programming.
- Please give me feedback on how the assistants are doing.
- **If something else is going on in F-217, the assistants may be in F-225. If you don't know who the assistant is, be bold and ask.**



## Daily Course Announcements

- Each Day's announcements will be in the **announcements.html** document, linked from the Resources column of the Schedule page.
- Announcements In-between class times:  
Piazza or email  
Mostly Piazza



# Scheme-athon begins!

- It continues through Friday, Dec 20



If you are a member of NPS, plan to suspend your membership for this term!

## From today's class notes

- This is from *The Scheme Programming Language* “Summary of Forms”

<code>(integer-&gt;char int)</code>	procedure <a href="#">158</a>
<code>(integer? obj)</code>	procedure <a href="#">130</a>
<code>(interaction-environment)</code>	procedure <a href="#">117</a>
<code>(lambda formals exp<sub>1</sub> exp<sub>2</sub> ...)</code>	syntax <a href="#">86</a>
<code>(lcm int ...)</code>	procedure <a href="#">147</a>
<code>(length list)</code>	procedure <a href="#">135</a>
<code>(let ((var val) ...) exp<sub>1</sub> exp<sub>2</sub> ...)</code>	syntax <a href="#">87</a>

- What's the difference between “procedure” and “syntax”?

## From today's class notes

- Talk with the other student(s) at your table.
- What will Scheme print when we enter each of these?

```
(/ 3 5)
(cadr '(a b c))
(cons 1 '(a b c))
(cons 1 2)
(eq? '(a b c) '(a b c))
(let ([a 5] [b 6])
  (+ 3 a b))
```

## Overview of Scheme

- The next six slides give an overview of the Scheme language.
- Good stuff! Pretty self-explanatory.
- Duplicated on your class notes hand-out.
- Read it before tomorrow's class; if you have questions, ask them in tomorrow's class.
- Now we are going to jump right into more Scheme exploration.

## Overview of Scheme 1

- Invented in 1975 by Guy Steele and Gerald Sussman at MIT.
- Syntax similar to LISP, semantics more like the Algol family (Pascal, Ada, C, Java ...)
- Expression-oriented and interactive (like Maple, Python, MatLab).

## Overview of Scheme 2

- Data and programs have the same syntax  
<http://xkcd.com/859/>
- (Linked) **lists** are a fundamental, built-in data type
- Not statically typed (similar to Python, Maple, PHP, JavaScript; unlike C and Java)
- Everything is in prefix form:  
**(+ a b)** instead of **a + b**
- **Argument passing is similar to Java**
  - **primitives** are passed to procedures by value
  - **others (lists, vectors\*, etc.): references** passed by value.

\* **vector** is Scheme's array type.  
Similar to Java arrays



## Overview of Scheme 3

- Symbols can be data
  - Somewhat similar to Maple
- Procedures are (first-class) data
  - Can pass them as arguments to other procedures
  - A procedure can create and return another procedure
  - Can store a procedure in a data structure (such as a list or array of procedures)
  - **More on this soon!**
- Minimal procedure overloading.

## Overview of Scheme 4

- Java's **new** operator has no Scheme equivalent
  - Instead there are specific procedures for creating objects of each type:
    - **cons** creates a pair (*pair* is Scheme's main data type)
    - **vector** creates a vector (like a C or Java array)
    - **list** creates a (proper) list of its arguments
    - **string** creates a string from zero or more characters
    - **lambda** (which is not a procedure\*) creates a procedure
    - **define-syntax** (also not a procedure) creates new syntax that extends the Scheme language itself

\*In the Summary of Forms at the end of TSPL, "not a procedure" is denoted by "syntax"

<http://scheme.com/tspl4/summary.html>

## Scheme data types and constants

- Numbers
  - `6 -12 14283917850923094767626456`
  - `5/17 (+ 1/3 1/6) (max 5 7 3)`
  - `7.05 3.5e7 (+ 2e3 3e2)`
  - TSPL section 6.3 lists the available operations on numbers.
- Boolean (note that `if` returns a value)
  - `#t #f (if (< a b) a (+ b 1))`
- String
  - `"This is a String"`  
`(string-length "Hello")`

## Data types and constants 2

- Character
  - `#\A #\newline (char->integer #\A)`
- Symbol `(quote hello) 'hello`
- Vector (like an array in other languages)
  - `#(1 3 2) (make-vector 5 7)`  
`(vector-ref v 4)`
- Empty List `( )`
- Pair `(3 . 5)`
- List of three elements: `(3 5 7)`
- Improper list `(3 5 7 . 8)`
- List of lists: `((2 4) (5 6 7) (8) ( ))`

Draw pictures

# Live demo

Scheme source file-name extensions

– .ss , .scm     **I'll use .ss**

- I'll demonstrate SWL and the Emacs editor.
- In-class coding will be in the Live-in-class folder, linked from Resources column of Day 1 of the schedule page.
- We will continue this demo/discussion tomorrow.
- **You can follow along on your computer, or you can just watch, think, and ask questions.**

