# Exploring Languages with Interpreters and Functional Programming Chapter Index

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### 27 April 2022

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References

**Browser Advisory:** The HTML version of this textbook requires a browser that supports the display of MathML. A good choice as of April 2022 is a recent version of Firefox from Mozilla.

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**Instability Warning**: This version of ELIFP is in work beginning in January 2022. The author may change its structure and content without warning. No changes are planned to the 2018 version upon which the this version is based.

The stable version is on the Fall 2018 CSci 450 course website.

**Feedback Request**: The author plans to publish this textbook eventually. He invites anyone using this book to give him feedback on its current structure and content: to point out typos and other errors or suggest improvements and extensions. He can be contacted at hcc AT cs DOT olemiss DOT edu.

# Exploring Languages with Interpreters and Functional Programming

• Single file of partial textbook: as  $\operatorname{HTML}$  as  $\operatorname{PDF}$ 

#### Chapter 0: Preface

• Chapter: as HTML as PDF

• Slides: NONE

#### Chapter 1: Evolution of Programming Languages

• Chapter: as HTML as PDF

• Slides: (HTML) Evolving Computer Hardware Affects Programming Languages
(HTML) History of Programming Languages

#### Chapter 2: Programming Paradigms

• Chapter: as HTML as PDF

• Slides: (HTML) Programming Paradigm (HTML) Programming Paradigms Scala Version

#### Chapter 3: Object-Based Paradigms

• Chapter: as HTML as PDF

• Slides: (HTML) Object-Based Paradigms

#### Chapter 4: First Haskell Programs

• Chapter: as HTML as PDF

• Slides: (HTML) First Haskell Functions

#### Chapter 5: Types

- Chapter: as HTML as PDF
- Slides: (HTML) Type System Concepts No slides yet for 5.3

#### Chapter 6: Procedural Abstraction

- Chapter: as HTML as PDF
- Slides: (HTML) Top-Down Stepwise Refinement [(HTML) Modular Design and Programming
- Other: (Haskell) Quick Overview of Basic Haskell

#### Chapter 7: Data Abstraction

- Chapter: as HTML as PDF
- Slides: (HTML) Using Data Abstraction

#### Chapter 8: Evaluation Model

- Chapter: as HTML as PDF
- Slides: (HTML) Evaluation of Functional Programs

#### Chapter 9: Recursion Styles and Efficiency

- Chapter: as HTML as PDF
- Slides: (HTML) Recursion Styles

#### Chapter 10: Simple Input and Output (FUTURE)

- as HTML as PDF
- Slides: NONE YET

#### Chapter 11: Software Testing Concepts

• Chapter: as HTML as PDF

• Slides: NONE YET

#### Chapter 12: Testing Haskell Programs

• Chapter: as HTML as PDF

• Slides: NONE YET

#### Chapter 13: List Programming

• Slides: (HTML) List Programming

#### Chapter 14: Infix Operators and List Examples

• Chapter: as HTML as PDF

• Slides: (HTML) Infix Operations and List Examples

#### Chapter 15: Higher-Order Functions

• Chapter: as HTML as PDF

• Slides: (HTML) Higher-Order List Programming

#### Chapter 16: Haskell Function Concepts

• Chapter: as HTML as PDF

• Slides: (HTML) Haskell Function Concepts

#### Chapter 17: Higher-Order Function Examples

• Slides: (HTML) Higher Order Function Examples

#### Chapter 18: More List Processing

- Slides: (HTML) More List Processing

#### Chapter 19: Systematic Generalization

- Chapter: as HTML as PDF
- Slides: NONE YET

#### Chapter 20: Problem Solving

- Slides: NONE YET

#### Chapter 21: Algebraic Data Types

- Slides: (HTML) Algebraic Data Types

#### Chapter 22: Data Abstraction Revisited

- Slides: NONE YET

#### Chapter 23: Overloading and Type Classes

- Slides: (HTML) Overloading and Type Classes

NamedMovableTest module skeleton

• Movable Objects case study: MovableObjects module NamedObjects module NamedMovableObjects module

#### Chapter 24: FUTURE

< - Chapter: : as HTML : as PDF

• Slides: NONE YET

#### Chapter 25: Proving Haskell Laws

• Slides: NONE YET

#### Chapter 26: Program Synthesis

• Slides: NONE YET

#### Chapter 27: Text Processing

• Chapter: as HTML as PDF

• Slides: NONE YET

#### Chapter 28: Type Inference

• Slides: NONE YET

#### Chapter 29: Models of Reduction

TODO: The figure drawing need to be changed. Current ones only appear in PDF.

• Slides: NONE YET

#### Chapter 30: Infinite Data Structures

• Slides: NONE YET

Future Chapter 31

Future Chapter 32

Future Chapter 33

Future Chapter 34

Future Chapter 35

Future Chapter 36

Future Chapter 37

Future Chapter 38

Future Chapter 39

#### Chapter 40: Language Processing (FUTURE)

• Chapter: as HTML as PDF

• Slides: NONE YET

#### Chapter 41: Calculator: Concrete Syntax

• Chapter: as HTML as PDF

- Slides: (HTML) Calculator Concrete Syntax
- Fall 2016 Lua Expression Language 1 interpreter folder

#### Chapter 42: Calculator: Abstract Syntax & Evaluation

• Chapter: [as HTML as PDF

• Slides: (HTML) Calculator: Abstract Syntax & Evaluation

#### Chapter 43: Calculator: Modular Structure

• Slides: (HTML) Calculator: Modular Structure

#### Chapter 44: Calculator: Parsing

• Chapter: as HTML as PDF

• Slides: (HTML) Calculator: Parsing

#### Chapter 45: Parser Combinators

• Chapter: as HTML as PDF

• Slides: None Yet

#### Chapter 46: Calculator: Compilation

• Slides: None Yet

#### Chapter 47 Imperative Core Language

- Fall 2017-18 ELI ImpCore interpreter modules (prefix syntax) code mostly works but needs a bit of update to match recent changes to ELI Calculator
  - REPL module
  - Recursive descent parser module
  - Lexical analyzer module
  - Abstract Syntax module
  - Evaluator module
  - Environments module
  - Values module
  - Test Imp Core(in work, not current)
- Fall 2016 Lua Imperative Core interpreter folder
- Fall 2013 Kamin Interpreter in Lua Toolset (KILT) folder
- Kamin-Budd Interpreters original source code folder

#### Chapter 80: (Appendix) Review of Relevant Mathematics

• Slides: NONE YET

#### UNDER DEVELOPMENT

#### OLD Chapter 4: List Programming Supplements

Most of the content of this old chapter went into new chapters 13 and 14, but some was moved to earlier chapters.

- Possible future material on modular programming based on:
  - Modular Design
  - Data Abstraction
  - Cookie Jar Abstract Data Type

#### Future Chapter? Using Algebraic Data Types

- TODO: Regular Expressions using algebraic data types
- Framework Design Using Function Generalization: A Binary Tree Traversal Case Study

#### Future Chapter? Domain Specific Languages

• Domain Specific Languages as HTML as PDF

#### Future Chapters? Games

- Wizard's Adventure game (Elixir)
- Dice of Doom (Elixir)

#### Other Possible Topics

• Software Patterns: [as HTML]{<../Patterns/Patterns\_index.html>) [as PDF ]{<../Patterns/Patterns\_index.pdf>)

#### Acknowledgements

I began this effort in Summer 2016 by adapting previous materials from my courses on Functional Programming (primarily), Multiparadigm Programming, Object-Oriented Programming, Software Architecture, Software Families, and Software Language Engineering.

I added new materials in Spring and Summer 2017 to draft the 2017 version of the textbook titled *Introduction to Functional Programming Using Haskell*.

In Spring and Summer 2018, I began work on an updated 2018 version of the textbook, now titled *Exploring Languages with Interpreters and Functional Programming*. I broke several of the longer chapters into 2-4 new chapters or appendices. I incorporated new material from my Spring 2018 Software Language

Engineering class (e.g. Type Concepts). I also wrote new chapters including the two new chapters on Software Testing.

I retired from the full-time faculty in 2019, so I am no longer made changes driven by my teaching schedule, but I do plan to continue to evolve the textbook.

The 2022 version is a work in progress. I plan to adapt some class materials from 2018 and before that has not yet been incorporated, to make improvements in existing chapters, and to complete missing sections and chapters.

I maintain this textbook as text files in Pandoc's dialect of Markdown using embedded LaTeX markup for the mathematical formulas and then translate the documents to HTML, PDF, and other formats as needed.

# References