

San José State University
Department of Computer Science
CS 152, Programming Paradigms, Sections 1 & 2, Fall 2021

Course and Contact Information

Instructor:	Rula Khayrallah
Office Location:	Not applicable in Fall 2021
Telephone:	Not applicable in Fall 2021
Email:	rula.khayrallah@sjsu.edu
Office Hours:	Monday 4-5 PM, Wednesday 1-2 PM, Thursday 9:30-10:30 AM
Class Days/Time:	Section 1: Monday/Wednesday 10:45AM – 12:00PM Section 2: Monday/Wednesday 2:15PM- 3:30PM
Classroom:	Online via Zoom
Prerequisites:	CS 151 or CMPE 135 with a grade of C- or better

Course Description

Programming language syntax and semantics. Data types and type checking. Scope, bindings, and environments. Functional and logic programming paradigms, and comparison to other paradigms. Extensive coverage of a functional language.

Course Format

The course will be conducted online over Zoom with synchronous lectures and interactive activities. We'll use iClicker to gather your feedback and check understanding during the lecture. iClicker helps me understand what you know, gives everyone a chance to participate, and allows you to review the material after class.

Canvas Course Site

Course materials such as syllabus, lecture notes, assignments and exams can be found on the [Canvas Learning Management System course website](http://sjsu.instructure.com/) at <http://sjsu.instructure.com/>. You are responsible for regularly checking with Canvas to learn of any updates.

Course Goals

Upon successful completion of this course, students will be able to:

1. Understand programming language design.
2. Achieve competence in a functional programming language.

Course Learning Outcomes

Upon successful completion of this course, students will be able to:

1. Recognize the history of programming languages.
2. Discuss and distinguish the procedural, object-oriented, functional, and logic programming paradigms.
3. Explain the roles of interpreters, compilers, and virtual machines.
4. Critique the design of a programming language.

5. Read and produce context-free grammars.
6. Write recursive-descent parsers for simple languages.
7. Understand variable scoping and lifetimes.
8. Write interpreters for simple languages that involve arithmetic expressions, bindings of values to names, and function calls.
9. Understand type systems.
10. Understand the implementation of procedure calls and stack frames.
11. Produce programs in a functional programming language.

Reference Textbooks (available online)

Teach Yourself Scheme in Fixnum Days, Dorai Sitaram: <http://ds26gte.github.io/tyscheme/index.html>

Learn You a Haskell for Great Good! by Miran Lipovača: <http://learnyouahaskell.com/>

Course Requirements and Assignments

Homework Assignments

Homework assignments will be posted and submitted on Canvas. For full credit, they must be submitted by the posted due date and time. A detailed grading rubric is provided for all programming assignments. Please make sure you read and follow the grading rubric to ensure full credit.

Some assignments will be individual work. Others will be team assignments. I will make it clear whether the assignment is an individual assignment or a team assignment.

All work submitted on individual assignments must be your own. You may not share or copy code or answers from fellow students or from the web. Infractions will be detected and will lead to an automatic 0 and a report to the Student Conduct and Ethical Development office. If someone else copies your work, with or without your permission, you will be held responsible.

For team assignments, teams will consist of two students. The work must be done by both team members and both team members will receive the same grade. Teams may not share or copy code from other teams or from the web. Both team members will receive a zero if that happens regardless of who copied or shared the work. Both team members will also be reported to the Student Conduct and Ethical Development office.

Exams

We'll have 3 online exams in the semester, the last being the final exam.

The first two exams are scheduled during our regular class time as follows:

Exam 1: Monday, September 20

Exam 2: Wednesday, October 20

The final exam is scheduled according to the SJSU Final Exam Schedule.

Final Exam Section 1: Wednesday, December 8, 9:45AM-12:00PM

Final Exam Section 2: Thursday, December 9, 12:15PM-2:30PM

Proctoring Software and Exams

Exams will be proctored in this course through Respondus Monitor and LockDown Browser. If cheating is suspected the proctored videos may be used for further inspection and may become part of the student's disciplinary record. Note that the proctoring software does not determine whether academic misconduct occurred, but does determine whether something irregular occurred that may require further investigation. Students are encouraged to contact the instructor if unexpected interruptions (from a parent or roommate, for example) occur during an exam.

Academic Dishonesty

Students who are suspected of cheating will be referred to the Student Conduct and Ethical Development office and depending on the severity of the conduct, will receive a zero on the assignment or a grade of F in the course. Grade Forgiveness does not apply to courses for which the original grade was the result of a finding of academic dishonesty.

Class Participation

You are expected to attend all class meetings as you are responsible for all the material discussed. Since active participation is essential to ensure maximum benefit, we'll use iClicker to give everyone a chance to participate. The iClicker participation points may be used to give your final grade in the course a slight boost.

Workload

Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally three hours per unit per week) for instruction, preparation/studying, or course related activities, including but not limited to internships, labs, and clinical practica. Other course structures will have equivalent workload expectations as described in the syllabus.

Grading Information

Determination of Grades

The final grade in the course will be calculated based on the following percentages:

Homework Assignments: 40%

Exam 1: 20%

Exam 2: 20%

Final Exam: 20%

The iClicker participation points may be used to give your final grade a slight boost. Students with the highest scores will get 1 bonus point. Students who violate the academic integrity policy are not eligible. No extra credit options will be given.

Late Work

Late assignments will be accepted with a 1-point penalty for each day or partial day late. Late days include weekend days. For example, an assignment due on Monday by 5 PM will incur a penalty of 1 point if submitted at 8AM on Tuesday. Everyone gets two free 'late days' for the semester. No submissions will be accepted more than 2 days late.

Grade Scale

The letter grade will be determined based on the following scale:

A+ = 98% - 100%

A = 93% - 97%

A- = 90% - 92%

B+ = 87% - 89%

B = 83% - 86%

B- = 80% - 82%

C+ = 77% - 79%

C = 73% - 76%

C- = 70% - 72%

D = 60% - 69%

F = below 60

Classroom Protocol

Please join the virtual class meeting on time and be ready to ask questions, contribute answers and participate in all class activities.

- To help keep background noise to a minimum, make sure you mute your microphone when you are not speaking.
- Be mindful of background noise and distractions: find a quiet place to “attend” class, to the greatest extent possible. Avoid activities that could create additional noise, such as shuffling papers, listening to music in the background, etc.
- Position your camera properly: be sure your webcam is in a stable position and focused at eye level.
- Limit your distractions/avoid multitasking: you can make it easier to focus on the meeting by turning off notifications, closing or minimizing running apps, and putting your smartphone away (unless you are using it to access Zoom).
- If using a virtual background, it should be appropriate and professional and should NOT suggest or include content that is objectively offensive or demeaning.

Recording Zoom Classes

This course will be recorded for instructional purposes. The recordings will only be shared with students enrolled in the class through Canvas. If, however, you would prefer to remain anonymous during these recordings, then please speak with the instructor about possible accommodations (e.g., temporarily turning off identifying information from the Zoom session, including student name and picture, prior to recording).

Students are not allowed to record without instructor permission

Students are prohibited from recording class activities, distributing class recordings, or posting class recordings. Materials created by the instructor for the course (syllabi, lectures and lecture notes, presentations, etc.) are copyrighted by the instructor. This university policy (S12-7) is in place to protect the privacy of students in the course, as well as to maintain academic integrity through reducing the instances of cheating. Students who record, distribute, or post these materials will be referred to the Student Conduct and Ethical Development office. Unauthorized recording may violate university and state law. It is the responsibility of students that require special accommodations or assistive technology due to a disability to notify the instructor.

University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/>. Make sure to review these policies and resources.

CS 152 Programming Paradigms, Fall 2021, Course Schedule

Please note that this schedule is subject to change with fair notice. Any changes will be announced in class and posted on the Canvas course site.

Tentative Course Schedule

Week	Date	Topics	Homework
1	Aug 23	Course logistics	HW 1 due Aug 26
1	Aug 25	Historical overview, computational paradigms	
2	Aug 30	Language design criteria, language definition	
2	Sep 1	Functional programming	HW 2 due Sep 7
3	Sep 6	Labor Day – No class	
3	Sep 8	Scheme basics	HW 3 due Sep 19
4	Sep 13	Scheme: higher order functions, recursion and efficiency	
4	Sep 15	Scheme: programming practice	
5	Sep 20	Exam 1	
5	Sep 22	Haskell basics	HW 4 due Sep 27
6	Sep 27	Haskell: pattern matching, bindings, lazy evaluation	
6	Sep 29	Haskell: typing and type classes	
7	Oct 4	Haskell programming practice	HW 5 due Oct 12
7	Oct 6	Language translation, lexical analysis, context-free grammars	
8	Oct 11	Ambiguity, associativity and precedence	
8	Oct 13	Recursive-descent parsing	HW 6 due Oct 25
9	Oct 18	Parsing techniques & tools	
9	Oct 20	Exam 2	
10	Oct 25	Attributes, bindings and scope	
10	Oct 27	Symbol tables and environments, name resolution	
11	Nov 1	Procedures and procedure semantics	HW 7 due Nov 10
11	Nov 3	Closures and dynamic environments	
12	Nov 8	Data types: type constructors, type equivalence	
12	Nov 10	Type Systems: type checking, type conversion, type inference	
13	Nov 15	Polymorphism, the typing debate	
13	Nov 17	The logic paradigm	
14	Nov 22	Prolog	HW 8 due Dec 1
14	Nov 24	Thanksgiving – No class	
15	Nov 29	Control structures	
15	Dec 1	The object-oriented paradigm	
16	Dec 6	Review	
Final	Dec 8	Section 1: 9:45AM-12:00PM	
Exam	Dec 9	Section 2: 12:15-2:30PM	