

CMSC 330: Organization of Programming Languages

A Brief History of Programming Languages

A Babylonian Algorithm

A [rectangular] cistern.
The height is 3, 20, and a volume of 27, 46, 40 has been excavated.
The length exceeds the width by 50.
You should take the reciprocal of the height, 3, 20, obtaining 18.
Multiply this by the volume, 27, 46, 40, obtaining 8, 20.
Take half of 50 and square it, obtaining 10, 25.
Add 8, 20, and you get 8, 30, 25
The square root is 2, 55.
Make two copies of this, adding [25] to the one and subtracting from the other.
You find that 3, 20 [i.e., $3 \frac{1}{3}$] is the length and 2, 30 [i.e., $2 \frac{1}{2}$] is the width.
This is the procedure.

– Donald E. Knuth, *Ancient Babylonian Algorithms*, CACM July 1972

The number n, m represents $n \cdot (60^k) + m \cdot (60^{k-1})$ for some k

CMSC 330

3

Babylon

- ▶ Founded roughly 4000 years ago
 - Located near the Euphrates River, 56 mi south of Baghdad, Iraq
- ▶ Historically influential in ancient western world
- ▶ Cuneiform writing system, written on clay tablets
 - Some of those tablets survive to this day
 - Those from Hammurabi dynasty (1800-1600 BC) include mathematical calculations
 - > Also known for Code of Hammurabi, an early legal code

CMSC 330

2

More About Algorithms

- ▶ Euclid's Algorithm (Alexandria, Egypt, 300 BC)
 - Appeared in *Elements*
 - Computes gcd of two integers

```
let rec gcd a b =
  if b = 0 then a else gcd b (a mod b)
```
- ▶ Al-Khwarizmi (Baghdad, Iraq, 780–850 AD)
 - *Al-Khwarizmi Concerning the Hindu Art of Reckoning*
 - Translated into Latin (in 12th century?)
 - > Author's name rendered in Latin as *algoritmi*
 - > Thus the word *algorithm*

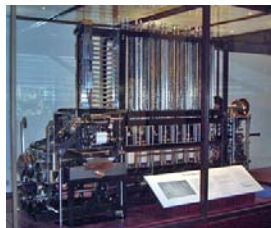
CMSC 330

4

Charles Babbage (1791–1871)



- ▶ British mathematician & mechanical engineer
- ▶ Invented concept of a programmable computer
 - Partially built a **Difference Engine**
 - > A mechanical calculator for computing polynomials
 - > Uses finite difference method to avoid multiplication & division
 - > Never completely finished
 - > Model built in 1991 at the London Science Museum



CMSC 330

5

The Analytical Engine (1837)

- ▶ Babbage described plans for an **Analytical Engine**
 - Digital, programmable using punch cards
 - Included branching, looping, arithmetic, and storage
 - Memory would store 1000 numbers w/ 500 digits each
 - Language similar to assembly language
 - Powered by steam engine
- ▶ Partially constructed by 1910
 - Used to compute a list of multiples of π
- ▶ If built, would have been 1st Turing-complete computation device

CMSC 330

6

Ada Lovelace (1815-52)



- ▶ British mathematician
 - Corresponded with Babbage from 1833 on
 - In 1843, translated Italian mathematician L. Menabrea's memoir on Babbage's proposed Analytical Engine
 - Appended notes on how to program the Analytical Engine to calculate Bernoulli numbers
 - Recognized by historians as 1st published program
 - Making her world's 1st programmer
- ▶ Ada programming language (1983)
 - Imperative, object-oriented language based on Pascal
 - Named in her honor

CMSC 330

7

Alonzo Church (1903–95)



- ▶ Mathematician at Princeton University
- ▶ Key contributions
 - Lambda calculus (lectures in 1936, published 1941)
 - Church's Thesis
 - > All effective computation is expressed by recursive (decidable) functions
 - Church's Theorem
 - > First order logic is undecidable

CMSC 330

8

Alan Turing (1912–54)



- ▶ The father of modern computer science
 - Dissertation work advised by Church at Princeton
- ▶ Key contributions
 - Formulated the Turing machine
 - A formal definition of a computable algorithm

CMSC 330

9

Other Early Computers

- ▶ ABC (1939–1942)
 - Atanasoff and Berry Computer, at Iowa State Univ.
 - First electronic digital computer
 - > As decided by a judge in 1973! (Invalidated ENIAC patent)
- ▶ Z3 (1945)
 - Konrad Zuse, essentially isolated from everyone else
 - Used Plankalkül, a sophisticated programming lang.
 - > But no one knew about his results, so not influential

CMSC 330

10

Other Early Computers (cont.)

- ▶ Harvard Mark I (1944)
 - Aiken, IBM
 - Electronic, used relays
- ▶ ENIAC (1946)
 - Electronic Numerical Integrator and Computer
 - Developed by Eckert and Mauchly at UPenn
 - Electronic, general purpose
 - Used vacuum tubes
 - For 30 years considered the "first" electronic computer
 - > Until court case gave honor to ABC. Supposedly Eckert and Mauchley overheard Atanasoff discussing designs for ABC.

CMSC 330

11

The First Programming Languages

- ▶ Early computers could be "programmed" by **rewiring** them for specific applications
 - Tedious, error prone
- ▶ John von Neumann (1903–1957)
 - Three CS contributions (famous for lots of other stuff)
 - > von Neumann machine – the way computers are built today
 - A **stored program architecture**
 - Program stored in memory as data, so can be modified
 - Unclear that he actually invented this...
 - > "Conditional control transfer" – if and for statements
 - Allows for reusable code, like subroutines
 - > Merge sort algorithm

CMSC 330

12

Pseudocodes (Assembly Interpreter)

- ▶ Short Code (1949)
 - John Mauchly
 - Interpreted instructions
 - > E.g., $X0 = \text{sqrt}(\text{abs}(Y0))$ becomes 00 X0 03 20 06 Y0
 - 06 = abs, 20 = sqrt, 03 = assignment
 - But needed to translate by hand
- ▶ A-0 Compiler (1951; Grace Murray Hopper)
 - Translated symbolic code into machine code
 - > Sounds like an assembler...
 - Assigned numbers to routines stored on tape
 - > Which would then be retrieved and put in memory

CMSC 330

13

FORTRAN (1954–1957)

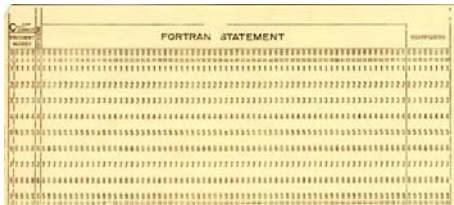
- ▶ FORMula TRANslator
- ▶ Developed at IBM by John Backus et al
 - Aimed at scientific computation
 - Computers slow, small, unreliable
 - > So FORTRAN needed to produce efficient code
- ▶ Features (FORTRAN I)
 - Variable names (up to 6 chars)
 - Loops and Arithmetic Conditionals
 - > IF (ICOUNT-1) 100, 200, 300
 - Formatted I/O
 - Subroutines

CMSC 330

14

Writing FORTRAN Programs

- ▶ Programs originally entered on punch cards
 - Note bevels on top-left corner for orientation
 - First five columns for comment mark or statement number
 - Each column represents one character
 - Letter: 2 punches: A=12,1 B=12,2 ..., Z=0,9



CMSC 330

15

Punch Card Programming

- ▶ Not interactive!
 - Feed the deck into the machine
 - > Or give it to someone to put in
 - Eventually get back printout with code and output
 - > Could take a couple of hours if machine busy
 - > Student jobs typically took overnight to run (only to find a syntax error!)
- ▶ Long test-debug cycle
 - Debugging by hand critical to not wasting time
 - > Don't want to wait several hours to find you made a typo
- ▶ What happens if you drop your deck of cards?
 - Could put sequence number in corner for ordering
 - Hard to maintain this as you keep modifying program

CMSC 330

16

Fortran 77 Example

C = "comment" All-caps For loop; I goes from 2 to 12 in increments of 1

```

C A PROGRAM TO COMPUTE MULTIPLICATION TABLES
PROGRAM TABLES
DO 20 I = 2,12
PRINT *,I,' TIMES TABLE'
DO 10 J = 1,12
10 PRINT *,I,' TIMES',J,' IS',I*J
20 CONTINUE
END
    
```

Cols 1-6 for comment or stmt label

End of program

Source: University of Strathclyde Computer Centre, Glasgow, Scotland

CMSC 330

17

FORTRAN Parsing Example

- ▶ Blanks don't matter in FORTRAN
 - And identifiers can have numbers in them
- ▶ Consider parsing the following two statements

```

DO 20 I = 2,12
DO 20 I = 2.12
    
```

- The first is a loop
- The second is an assignment of 2.12 to "DO20!"
- Notice that we need many characters of lookahead to tell the difference between the two for a parser
- The statement: DO 3 I = 1.3 caused the failure of Mariner I to Venus. (FORTRAN assumed DO3I= 1.3, which is legal, but not the loop that was desired.)

CMSC 330

18

FORTRAN Today

- ▶ Success of FORTRAN led to modern compilers
- ▶ Up to FORTRAN 95
 - Modern version of the original language
 - Includes pointers, recursion, more type checking, dynamic allocation, modules, etc.
- ▶ Only (?) major language with column-major arrays
- ▶ Still popular for scientific computing applications
 - FORTRAN compilers produce good code
 - Language has an efficient array structure
 - C has pointers, which can hurt optimization
 - FORTRAN has arrays, but compiler can assume that if *x* and *y* are arrays then *x* and *y* are unaliased
 - Java interpreted or JIT'd, and uses dynamic dispatch heavily

CMSC 330

19

COBOL (1959)

- ▶ COmmon Business Oriented Language
 - Project led by Hopper (again!)
- ▶ Design goals
 - Look like simple English (but doesn't read like it!)
 - Easy to use for a broad base
 - Notice: *not* aimed at scientific computing
 - Aimed at business computing instead, very successfully
- ▶ Key features
 - Macros
 - Records
 - Long names (up to 30 chars), with hyphen

CMSC 330

20

COBOL Example 1

```

$ SET SOURCEFORMAT="FREE"
IDENTIFICATION DIVISION.
PROGRAM-ID. Iteration-If.
AUTHOR. Michael Coughlan.

DATA DIVISION.
WORKING-STORAGE SECTION.
01 Num1          PIC 9  VALUE ZEROS.
01 Num2          PIC 9  VALUE ZEROS.
01 Result        PIC 99 VALUE ZEROS.
01 Operator      PIC X  VALUE SPACE.
    
```

Program data (variables)

Single-digit number

Initial value

Level number; can be used to express hierarchy (records)

Character

The source of Y2K bugs

Source: <http://www.cobol.org/cobol/examples/condn/iter1.htm>

CMSC 330

21

COBOL Example 2

```

PROCEDURE DIVISION.
Calculator.
PERFORM 3 TIMES
    DISPLAY "Enter First Number" : " WITH NO ADVANCING
ACCEPT Num1
    DISPLAY "Enter Second Number" : " WITH NO ADVANCING
ACCEPT Num2
    DISPLAY "Enter operator (+ or *)" : " WITH NO ADVANCING
ACCEPT Operator
    IF Operator = "+" THEN
        ADD Num1, Num2 GIVING Result
    END-IF
    IF Operator = "*" THEN
        MULTIPLY Num1 BY Num2 GIVING Result
    END-IF
    DISPLAY "Result is = ", Result
END-PERFORM.
STOP RUN.
    
```

Iteration

CMSC 330

22

Data Layout

- ▶ Variables have fixed position in memory
 - Same with early FORTRAN compilers
- ▶ Advantages?
 - Compilers easier to write
 - Efficient at runtime
- ▶ Disadvantages?
 - No dynamic memory alloc (i.e., no data structures)
 - No recursive functions

CMSC 330

23

COBOL Today

- ▶ Was a DoD requirement at one time
 - Important element of its success
- ▶ Still used today
 - Legacy mainframe applications
 - New standard in 2002
 - Language has been updated for new features
 - Object-oriented?!
 - Unicode support
 - XML support

CMSC 330

24

LISP (1958)

- ▶ LISP Processing
- ▶ Developed by John McCarthy at MIT
 - Designed for AI research
- ▶ Key ideas:
 - Symbolic expressions instead of numbers
 - Lists, lists, lists
 - Functions, functions, functions
 - > Compose simpler functions to form more complex functions
 - > Recursion
 - Garbage collection

CMSC 330

25

LISP Code

- ▶ Scheme looks like LISP
- ```
(defun factorial (n)
 (cond ((zerop n) 1)
 (t (times n (factorial (sub1 n))))))
```
- ▶ Implemented on IBM 704 machine
    - Machine word was 36 bits
      - > Two 15-bit parts, "address" and "decrement," distinguished
      - > car = "Contents of the Address part of Register"
      - > cdr = "Contents of the Decrement part of Register"
  - ▶ Invented `maplist` function
    - Same as `map` function in OCaml
  - ▶ Used lambda notation of Church for functions

CMSC 330

26

## LISP Code as Data

---

- ▶ Notice that LISP programs are S-expressions
  - Which represent lists
- ▶ So LISP programs can easily manipulate LISP programs
  - Just do list operations to put programs together
  - Probably the first high-level language with this feature

CMSC 330

27

## LISP Machines

---

- ▶ LISP is a fairly high-level language
  - Small pieces of LISP code can require a fair amount of time to execute
  - Running a LISP program could kill a timeshared machine
- ▶ Idea: design a machine specifically for LISP
  - Well-known examples are from Symbolics
    - > Everything on the machine written in LISP
  - Killed by the PC revolution

CMSC 330

28

## Scheme (1975)

---

- ▶ Dialect of LISP
- ▶ Developed by Guy L. Steele and Gerald Jay Sussman
  - Guy Steele is heavily involved in Java
- ▶ Goal: Minimalist language
  - Much smaller than full LISP
  - First dialect of LISP to include static scoping
  - Used by people experimenting with languages

CMSC 330

29

## LISP Today

---

- ▶ LISP still used in AI programming
  - Common LISP is standard version
- ▶ Scheme still popular in academics
  - Good vehicle for teaching introductory programming
  - E.g., the TeachScheme! Project
- ▶ Trivia
  - Fortran (the antecedent of scientific languages) and LISP (the antecedent of AI languages) both had their origins on an IBM 704 computer.

CMSC 330

30

## Algol (1958)

- ▶ ALGO<sup>r</sup>ithmic Language
  - Designed to be a universal language
  - For scientific computations
- ▶ Never that popular, but extremely important
  - Led to Pascal, C, C++, and Java
    - > "Algol-like" languages
  - Had formal grammar (Backus-Naur Form or BNF)
  - Algol 60 added block structures for scoping and conditionals
  - Imperative language with recursive functions

CMSC 330

31

## Example Code

```
procedure Absmax(a) Size:(n, m) Result:(y)
 Subscripts:(i, k);
 value n, m; array a;
 integer n, m, i, k; real y;
comment The absolute greatest element of the
matrix a, of size n by m is transferred to y, and
the subscripts of this element to i and k;
begin integer p, q;
 y := 0; i := k := 1;
 for p:=1 step 1 until n do
 for q:=1 step 1 until m do
 if abs(a[p, q]) > y then
 begin y := abs(a[p, q]);
 i := p; k := q
 end
 end
 end
 end
end Absmax
```

Source: <http://en.wikipedia.org/wiki/ALGOL>

CMSC 330

32

## Algol 68

- ▶ Successor to Algol 60
  - But bloated and hard to use
  - And very hard to compile
    - > E.g., variable names can include blanks!
- ▶ Included many important ideas
  - User-defined types
  - Code blocks that return the value of the last expr
  - struct and union
  - parallel processing (in the language)

CMSC 330

33

## Algol 68 Example

```
BEGIN MODE NODE = STRUCT (INT k, TREE smaller, larger),
 TREE = REF NODE;
 TREE empty tree = NIL;

PROC add = (REF TREE root, INT k) VOID:
 IF root IS empty tree
 THEN root := HEAP NODE := (k, NIL, NIL)
 ELSE IF k < k OF root
 THEN add (smaller OF root, k)
 ELSE add (larger OF root, k)
 FI
FI;
END
```

Annotations:

- User-defined types (points to the STRUCT definition)
- Identifier w/blank (points to the empty tree = NIL; line)
- Malloc (points to the HEAP NODE := line)
- Field access (points to the smaller OF root, k line)

Source: <http://www.us4all.nl/~jmvdeeer/alg68/mk8/30/examples/quickstart.a68.html>

CMSC 330

34

## Algol Discussion

- ▶ Good points:
  - Standard for writing algorithmic pseudocode
  - First machine-independent language
  - C, C++, Java, etc. all based on it
  - Used BNF to describe language syntax
- ▶ Bad points:
  - Never widely used; Some success in Europe
  - Hard to implement
  - FORTRAN much more popular
  - Not supported by IBM

CMSC 330

35

## APL (early 1960s)

- ▶ A Programming Language
  - Developed by Kenneth Iverson at Harvard
  - Goal is a very concise notation for mathematics
    - > Focuses on array manipulation, interactive environment
  - Was very popular
    - > In 1969, 500 attendees at APL conference
    - > Still some devotees
- ▶ Notable features
  - Programs evaluated right-to-left, No precedence of operators
  - Fast execution of array operations
  - Required special keyboard to enter programs

CMSC 330

36

## APL Example

$$(\sim R \in R \circ \times R) / R \leftarrow 1 \downarrow R$$

Source: [http://en.wikipedia.org/wiki/APL\\_programming\\_language](http://en.wikipedia.org/wiki/APL_programming_language)

- ▶ Finds prime numbers from 1 to R
  - iR creates vector containing 1..R
  - 1↓ drops first element
  - R← assigns result to R
  - R o.× R computes (outer) product 2..R × 2..R
  - R ∈ produces vector the same size as R with 1 in position i if i is in R o.× R
    - > I.e., if there is a product of two numbers equal to i
  - ~ negates the resulting vector; call it S
  - / returns a vector of items in R that have 1's in same pos in S

CMSC 330

37

## PL/I (1964)

- ▶ One language to replace FORTRAN and COBOL
  - Went along with System/360, one mainframe to replace mainframes for science, business
  - Syntax based on ALGOL
- ▶ Famous parsing problems
  - IF THEN THEN THEN = ELSE; ELSE ELSE = THEN
  - No reserved words. Keywords could be used as variable names
- ▶ In the end, not that successful
  - Compilers hard to write
    - > Not just because of parsing; language is complex
    - > Inconsistency. 1/3+10 is an illegal expression. (Overflow!)
  - Looked down on by both camps (science, business)

CMSC 330

38

## BASIC (1964)

- ▶ Beginner's All purpose Symbolic Instruction Code
  - John Kemeny and Thomas Kurtz (Dartmouth)
    - > Kemeny's PhD advised by Church
    - > Kemeny also developed the first time sharing system
      - Multiple users could access shared mainframe as if they were the only user
- ▶ Goals of BASIC:
  - Easy to use for beginners
  - Stepping-stone to more powerful languages
  - User time is more important than computer time
  - First program run May 1, 1964 at 4:00 am

CMSC 330

39

## Applesoft BASIC Example

```

10 INPUT "What is your name: "; U$
20 PRINT "Hello "; U$
25 REM
30 INPUT "How many stars do you want: "; N
35 S$ = ""
40 FOR I = 1 TO N
50 S$ = S$ + "*"
55 NEXT I
60 PRINT S$
65 REM
70 INPUT "Do you want more stars? "; A$
80 IF LEN(A$) = 0 THEN GOTO 70
90 A$ = LEFT$(A$, 1)
100 IF (A$ = "Y") OR (A$ = "y") THEN GOTO 30
110 PRINT "Goodbye ";
120 FOR I = 1 TO 200
130 PRINT U$; " ";
140 NEXT I
150 PRINT

```

Annotations: Variables (U\$, N, S\$, A\$), Lines numbered (10-150), Comment (25 REM), Loop (40-55), Goto common (80, 100).

CMSC 330

40

## BASIC Today

- ▶ Still an extremely popular language
- ▶ Evolved into Microsoft Visual Basic
  - Convenient language for basic Windows applications
    - > Lots of libraries available
    - > Includes development environment for GUI apps
- ▶ Modern dialects of BASIC are more structured
  - Eliminate most or all line numbers
  - Discourage use of "goto"
- ▶ BASIC today is a one word oxymoron

CMSC 330

41

## Visual Basic Example

```

Private Sub DisplayPrimeNumbers()
 Dim Num As Long
 Dim NN As Long
 Dim IsPrime As Boolean
 For Num = 2 To 1000
 IsPrime = True
 For NN = 2 To Int(Num / 2)
 If Num Mod NN = 0 Then
 IsPrime = False
 Exit For
 End If
 Next
 If IsPrime Then
 MsgBox CStr(Num) + " is a prime number!"
 End If
 Next
End Sub

```

CMSC 330

42

## Pascal (1971)

- ▶ Developed by Niklaus Wirth
  - A response to complaints about Algol 68
- ▶ Teaching tool; not meant for wide adoption
  - Was popular for about 20 years
  - Best features of COBOL, FORTRAN, and ALGOL
  - And used lowercase!
    - > Lowercase not introduced into ASCII until 1967
    - > Even into 80's some mainframes were 6-bit, no lowercase
- ▶ Pointers improved
- ▶ Case statement
- ▶ Type declarations

CMSC 330

43

## Interesting Pascal Features

- ▶ Enumeration and subrange types

```
type day = (Sun, Mon, Tue, Wed, Thu, Fri, Sat);
type weekday = Mon..Fri;
type day_of_month = 1..31;
```

  - Key features:
    - > Safe; values will always be within range (compare to C)
      - May require dynamic checks
- ▶ Array types with arbitrary ranges

```
var hours : array[Mon..Fri] of 0..24;
var M : array[Mon..Fri] of array[char] of real;
for day := Mon to Fri do
 M[day]['e'] := 0.0001;
```

CMSC 330

Source: [http://www.augustana.ca/~mohy/courses/comm/csc370/lecture\\_notes/pascal.html](http://www.augustana.ca/~mohy/courses/comm/csc370/lecture_notes/pascal.html)

44

## Interesting Pascal Features (cont.)

- ▶ Set types

```
var S, T : set of 1..10;
S := [1, 2, 3, 5, 7];
T := [1..6];
U := S + T; { set union }
if 6 in S * T then ... { set intersection }
```

  - (Note comments in {}'s)

CMSC 330

Source: [http://www.augustana.ca/~mohy/courses/comm/csc370/lecture\\_notes/pascal.html](http://www.augustana.ca/~mohy/courses/comm/csc370/lecture_notes/pascal.html)

45

## Pascal Today

- ▶ Kernighan's Why Pascal is Not My Favorite Programming Language
  - No polymorphism on types, including arrays
  - No separate compilation (although every implementation created a module structure)
  - No short-circuiting && and ||
  - Weak run-time environment
  - No escape from type system
- ▶ Most of these problems fixed
  - But differently in different compilers
  - Not much used today

CMSC 330

46

## C (1972)

- ▶ Dennis Ritchie at Bell Labs
  - Ancestors B and BCPL
  - Tightly tied to Unix
- ▶ Two key features
  - Arrays and pointers closely related
    - > `int *p` and `int p[]` are the same
    - > Consequence of low-level view of memory
  - Type system lets you use values at any time
    - > Type casts are necessary
    - > Early compilers didn't complain about all sorts of things
      - Like assigning integers to pointers or vice-versa

CMSC 330

47

## Simula (1965)

- ▶ Developed at Norwegian Computing Center
  - By Ole-Johan Dahl and Kristen Nygaard
  - Goal was to simulate complex systems
  - Later used as a general purpose language
- ▶ Key features
  - Classes and objects
  - Inheritance and subclassing
  - Pointer to objects
  - Call by reference
  - Garbage collection
  - Concurrency via coroutines

CMSC 330

48

## Simula Example

Parameter types

```
class Point(x,y); real x,y;
begin
 boolean procedure equals(p); ref(Point) p;
Return if p != none then
value => equals := abs(x - p.x) + abs(y - p.y) < 0.00001
 real procedure distance(p); ref(Point) p;
 if p == none then error else
 distance := sqrt((x - p.x)**2 + (y - p.y)**2);
end ***Point***

p :- new Point(1.0, 2.5);
q :- new Point(2.0, 3.5);
if p.distance(q) > 2 then ...
```

CMSC 330

49

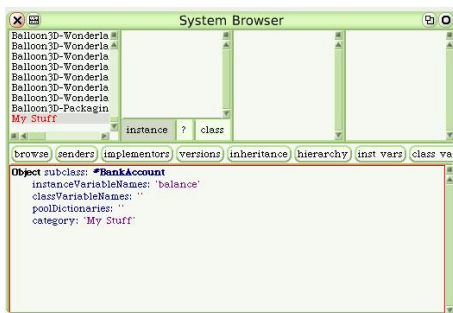
## Smalltalk (Early 1970s)

- Developed by Alan Kay et al at Xerox PARC
  - Goal: Build a small, portable computer
    - Remember, computers required separate rooms then
- Key ideas
  - Object oriented programming ideas from simula
  - Everything is an object
  - Intended for non-experts, especially children
  - Language and language editing environment integrated into operating system

CMSC 330

50

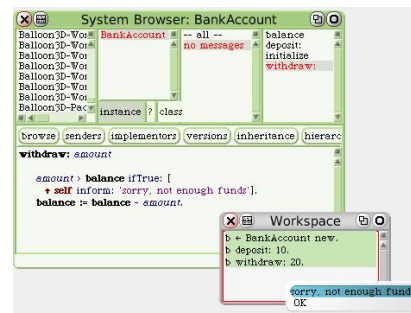
## Smalltalk Example



CMSC 330

51

## Smalltalk Example (cont.)



CMSC 330

52

## C++ (1983)

- Bjarne Stroustrup, Bell Labs
- Began as "C with Classes" (~1980)
  - A preprocessor for C code
  - Added Simula-like classes
- Why use C as a base language?
  - Flexible – can write any kind of program
  - Efficient – can efficiently use hardware
  - Available – C compilers exist for most hardware
  - Portable – Porting requires some effort, but doable [From Stroustrup, The Design and Evolution of C++]

CMSC 330

53

## C++ Example

```
#include <iostream>
int main ()
{
 int n;
 cout << "Enter number > ";
 cin >> n;
 while (n>0) {
 cout << n << " ";
 --n;
 }
 cout << "Done!\n";
 return 0;
}
```

Overloaded operators

CMSC 330

54

## Stroustrup's Technical Rules

- ▶ No implicit violations of the static type system
- ▶ Provide as good support for user-defined types as for built-in types
- ▶ Locality is good
  - Abstraction and modularity
- ▶ Avoid order dependencies
- ▶ If in doubt, pick the variant of a feature that is easiest to teach
- ▶ Syntax matters (often in perverse ways)
- ▶ Preprocessor usage should be eliminated

CMSC 330

55

## STL – Standard Template Library (1994)

- ▶ C++ library of
  - Container classes, algorithms, iterators
  - Inspired Java class libraries
- ▶ A generic library
  - Components are parameterized using templates
  - Java didn't get generics until 1.5 (2004)
- ▶ Example

```
vector<int> v(3); // vector of 3 int elements
v[0] = 7; // overloading [] operator
```

CMSC 330

56

## Very Brief Comparison to Java

- ▶ C++ compiled, Java interpreted/JIT'd
  - C++ programs tend to be faster, but gap narrowing
- ▶ C++ does not guarantee safety
  - But makes an effort to be better than C
- ▶ C++ is much more complicated than Java
  - Copy constructors, assignment operator overloading, destructors, etc.
- ▶ Today, C++ still used to build big, commercial applications
  - But Java making inroads w/ big library, safety

CMSC 330

57

## C# (2001)

- ▶ Anders Hejlsberg at Microsoft
- ▶ Microsoft's competitor to Java (developed @ Sun)
- ▶ Imperative, object-oriented language
  - Syntax based on C++
  - Static typing, strongly typed
  - Hybrid of C++ and Java
- ▶ Differences from Java
  - Allows restricted pointers
  - User defined value types (e.g., C structs)
  - SQL-like language integrated queries

CMSC 330

58

## C# Example

```
using System;
class Employee { }
class Contractor : Employee { }
class CastExample
{
 public static void Main ()
 {
 Employee e = new Employee();
 Console.WriteLine("e = {0}",
 e == null ? "null" : e.ToString());
 Contractor c = e as Contractor ;
 Console.WriteLine("c = {0}",
 c == null ? "null" : c.ToString());
 }
}
```

CMSC 330

59

## Programming Language Popularity

- ▶ TIOBE Programming Community Index
  - # references in Google, MSN, Yahoo, YouTube
- ▶ SourceForge
  - Language used in open source projects
- ▶ O'Reilly
  - Computer book sales

CMSC 330

60

## TIOBE (Web Hits)

Top 20 languages as of April 2008

| Rank | Language       | Ratings | Rank | Language     | Ratings |
|------|----------------|---------|------|--------------|---------|
| 1    | Java           | 20.529% | 11   | JavaScript   | 2.434%  |
| 2    | C              | 14.684% | 12   | D            | 1.169%  |
| 3    | (Visual) Basic | 11.699% | 13   | PL/SQL       | 0.608%  |
| 4    | PHP            | 10.328% | 14   | SAS          | 0.572%  |
| 5    | C++            | 9.945%  | 15   | Pascal       | 0.513%  |
| 6    | Perl           | 5.934%  | 16   | Lisp/Scheme  | 0.476%  |
| 7    | Python         | 4.534%  | 17   | FoxPro/xBase | 0.459%  |
| 8    | C#             | 3.834%  | 18   | COBOL        | 0.409%  |
| 9    | Ruby           | 2.855%  | 19   | Ada          | 0.393%  |
| 10   | Delphi         | 2.665%  | 20   | ColdFusion   | 0.384%  |

CMSC 330

61

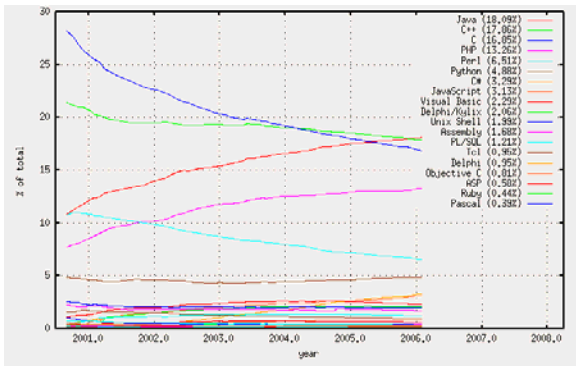
## TIOBE (Web Hits)



CMSC 330

62

## SourceForge (Open Source Projects)



## O'Reilly (Computer Book Sales)

