CMSC330 Practice Problems 8

1. Programming languages
   a. Describe how functional programming may be used to simulate OOP.
   b. Describe the difference between OCaml modules and Java classes.
   c. Describe the difference between strong and weak typing.
   d. Explain how call-by-name simplifies implementing lazy evaluation.
   e. Describe the difference between an L-value and an R-value.
   f. What is an activation record (frame), and why is it usually allocated on a stack?

2. Markup languages
   a. Creating your own XML tags, write an XML document that organizes the following information: 1-hour test on Spanish Monday in Jiménez worth 15%. 1-hour test on Computers Tuesday in CSIC worth 10%. 30-minute test on Computers Friday in AVW worth 5%. 