

## Syllabus for COMP356, Programming Language Structures

Fall 2014

Dickinson College

Instructor: John MacCormick

### Goals

- Gain an understanding of how compilers and run-time systems for imperative programming languages work
- Gain an understanding of the ways in which programming language design and implementation influence software development
- Be able to design and implement programs in languages representing multiple programming paradigms

### When and where

- Classes: Tuesday and Thursday 9:00–10:15am, Tome 231
- Office hours: see the instructor's webpage

### Book

*Concepts of Programming Languages* (10th edition)

by Robert Sebesta, 2012

Publisher: Pearson

### Assessment and grading

- Final grade will comprise:

In-class exams (2 x 15% each)	30%
Homework assignments (about 10, about 5% each)	45%
Final exam	25%

- **Exams:** There will be two midterm exams, given in class on 10/14 and 11/18, and a final exam on 12/15 at 2pm. Exams are open note: any printed or written material may be consulted during an exam. Electronic devices may be used only to consult the following: (i) e-books; (ii) resources on the class website. Electronic devices may not be used for any other purpose, unless stated otherwise in the exam. In particular, you may not write or compile any source code on an electronic device, and you may not perform web searches.
- **Homework assignments:** There will be approximately 10 homework assignments, due at the start of class on the dates given in the accompanying schedule. Solutions to written problems may be typed or handwritten. Solutions to programming problems must be submitted electronically to Moodle as a single archive file (e.g. a zip file) of the relevant source code, and any write-up.

### Amount of work

You should expect to spend 7-9 hours per week (outside of class time) on this course.

### Plagiarism, copying, and collaborating

The College's [standard policy on plagiarism](#) applies and you should be familiar with it, but here are some key points that apply particularly to this course:

- All work must be your own.
- Never copy work from someone else or allow your own work to be copied.
- You may not copy or consult assignment solutions from any source, including online repositories or solutions provided for previous instances of the course.
- If you use exact words taken from any source, you must use quotation marks and cite the source.
- Students are encouraged to help each other understand concepts, including concepts that apply to graded assignments. However, all work must still be your own. So if you discuss a problem with someone, you must destroy any written or electronic material that results from the discussion, and re-create it later on your own.
- Be especially careful not to copy computer code from another student, or from the Internet. Sharing or copying computer code is easy and often tempting, but it is not permitted and will suffer the same penalties as any other form of cheating. It is permitted to copy small snippets of code from online sources or from the course website, but the extent and origin of any copied snippet must be described clearly using comments in the source code.

### **Accommodations**

The instructor will follow [college policy on accommodations](#) for students who need them.

### **Late Work Policy**

Each student is permitted a total of four no-penalty days of lateness over the entire semester; every subsequent day of lateness incurs up to a 25% penalty for the late assignment. Late days can be used only in whole day units. Keep track of your own usage of late days. To use one or more late days on a given assignment, state clearly at the start of your submission how many days you are using, and the total used so far in the semester. Late days cannot be used for presentations. For group assignments, late days are applied to all members of the group.