CSC547: Type Systems for OO Languages

Overview of Course

Overview

Why study programming languages?

Why OO?

Why type systems

Administrivia

Course structure
Why study programming languages?

Learn new languages more easily

Choose appropriate languages

Program better

Design better languages

Get a feel for the bleeding edge of CS
Why study object-oriented languages?

Adopted by industry

Active area of research

Lots of interesting problems
Why study type systems?

Types are what distinguish OO languages from imperative languages.

Types for OO are difficult!

We can prove properties about typed languages
Contact Information

Office: CS&T Center 604

Office Hours: Wed 3:30 - 5:30

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Course Web Page: http://klee.cs.dePaul.edu/csc547/
Textbook

*A Theory of Objects* Martín Abadi, Luca Cardelli, Springer-Verlag, 1996

Later sections of the course may include some research papers.
Prerequisites

Concepts of Programming Languages (CSC447)

A ‘warm fuzzy feeling’ about math
Grading

*Weekly homeworks*: total 100% of course marks.

*No exams!*

Students are expected to write their own assignments. The penalty for plagiarism is a grade of F in the course.

Late homework will not be accepted.

You can drop your worst homework grade.
Web Pages

http://klee.cs.depaul.edu/csc547/

Course Page

Announcements

Syllabus

Lectures

Homework Assignments
Course structure

Follows Abadi and Cardelli.

Approximately 2 chapters per week.

Cover at least part I, and parts of II and III.

Last few lectures will be from research papers.