

Programming Language Concepts Cheat Sheet Cheat Sheet by Matitika via cheatography.com/196209/cs/41221/

Programming languages evaluation criteria

Readability overall simplicity, orthogonality, data types, syntax considerations

Writability simplicity and orthogonality, expressivity

Reliability type checking, exception handling, aliasing, readability and writability

Cost training, writing, compilation, execution, implementation, reliability, maintenance

Other criteria: portability, generality, well-definedness

Why we study programming languages

- ▶ Increases our capacity to use different constructs
- ▶ Enables us to choose languages more intelligently
- ▶ Makes learning new languages easier
- ▶ Understading of the significance of implementation
- ▶ Overall advancement of computing

Programming languages categories

Imperative variables, assignments and

interation (C, Java, JS, Perl,

...)

Functional computations via functions

(LISP, Scheme, ML, F#, ...)

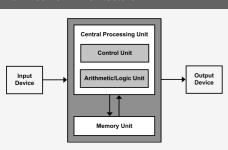
Logic rule-based (ex: Prolog)

Markup/pr- markup exteded to support ogr- programming (HTML, XML,

amming JSTL, XSLT, ...)

hybrid

von Neumann Architecture



Keep fetch-execute-cycle in mind



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