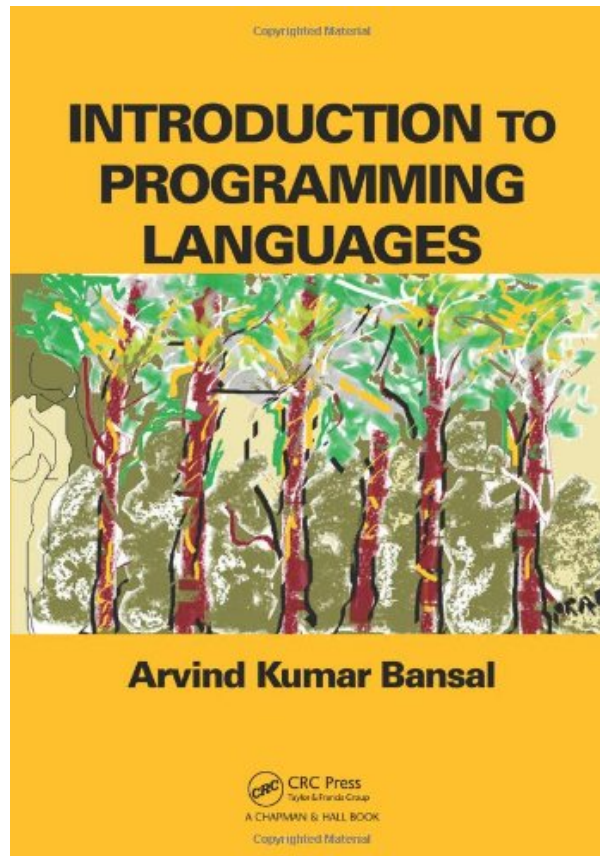


INTRODUCTION TO PROGRAMMING LANGUAGES BY ARVIND KUMAR BANSAL



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Review

"... a great introductory text, providing essential knowledge in the field and enabling students to place in the appropriate context the programming concepts they learned in their introductory courses. ... The author has cleverly placed an introduction to data structures commonly used by programming languages in the second chapter, minimizing prerequisites and enabling the book's usage at the sophomore level. Theory has been kept to levels suitable for a general undergraduate population and is supported by a wealth of concise, well-illustrated examples. ... Recommended."

?CHOICE, August 2014

About the Author

Arvind Bansal is a professor of computer science at Kent State University. A member of IEEE and ACM, he is an area editor of Tools with Artificial Intelligence. His research interests include the areas of concurrent logic programming, fault-tolerant agent-based systems, knowledge bases, program analysis, XML-based multimedia languages and systems, bioinformatics, biological computing, and proteomics. He received a PhD in computer science from Case Western Reserve University.

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INTRODUCTION TO PROGRAMMING LANGUAGES BY ARVIND KUMAR BANSAL PDF

In programming courses, using the different syntax of multiple languages, such as C++, Java, PHP, and Python, for the same abstraction often confuses students new to computer science. Introduction to Programming Languages separates programming language concepts from the restraints of multiple language syntax by discussing the concepts at an abstract level.

Designed for a one-semester undergraduate course, this classroom-tested book teaches the principles of programming language design and implementation. It presents:

- Common features of programming languages at an abstract level rather than a comparative level
- The implementation model and behavior of programming paradigms at abstract levels so that students understand the power and limitations of programming paradigms
- Language constructs at a paradigm level
- A holistic view of programming language design and behavior

To make the book self-contained, the author introduces the necessary concepts of data structures and discrete structures from the perspective of programming language theory. The text covers classical topics, such as syntax and semantics, imperative programming, program structures, information exchange between subprograms, object-oriented programming, logic programming, and functional programming. It also explores newer topics, including dependency analysis, communicating sequential processes, concurrent programming constructs, web and multimedia programming, event-based programming, agent-based programming, synchronous languages, high-productivity programming on massive parallel computers, models for mobile computing, and much more. Along with problems and further reading in each chapter, the book includes in-depth examples and case studies using various languages that help students understand syntax in practical contexts.

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Features

- Used Book in Good Condition

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Most helpful customer reviews

8 of 8 people found the following review helpful.

Confusingly bad English, sloppy with the facts

By Holger Peine

I received this book only yesterday and spent one hour with it so far. The result has been so negative that I write this review already now to warn others (after all, this is a recently appeared book that will probably attract some interest by programming language experts). Should my view of this book change after reading it in whole (something that is becoming less and less likely), I will update this review.

The book obviously did not get a thorough copy editing from the publisher - there is at least one English language error in every paragraph. Apart from clumsy language, the author often uses unusual terms that make you wonder whether he follows current scientific and professional discussion. Further, there are numerous factual errors that create the impression that the author is not an expert on everything he mentions (maybe he is an expert on some things, but how should the reader discern which is which). I quote the paragraph on the type system of C++ (7.9.2, p. 269) that provides evidence for all three shortcomings (clumsy language, unfamiliar terms, factual errors), but there are most probably far more of these in the book:

"C++ is a strongly and statically typed object-oriented language. C++ also supports basic types [1]; structured types such as arrays, struct, union and recursive data types [2]; and object class [3]. It also supports parametric polymorphism through the use of template-based programming, and inclusion polymorphism through inheritance. Template-based programming declares a generic method using a type variable that is instantiated at run-time [4]. It also supports overloading and coercion. However, C++ does not support subrange [sic!]. Built-in basic types include only integer, float, char, Boolean [5] and string [6]. Unlike Ada, complex numbers and rational number declarations [7] are not built-in. C++ supports string as a class library [8]. It also supports extra precision integers and floating point declarations such as double [9]."

[1] B. Stroustrup named these "built-in types" or "fundamental types" in "The C++ programming language", 4th ed., section 2.3; no one calls them "basic types".

[2] There is no such type concept in C++, at least not as an alternative to the other structured types the author names. Of course an array, struct or union could contain an element that is again an array, struct, or union, but no one would give it a special name just because of that.

[3] Yes, the wording and punctuation is literally from the book: "; and object class." Correct would be to say "... and classes" (or "... and class types").

[4] Type variables in templates are instantiated at compile-time, not at run-time. This is a major factual error.

[5] "Integer" and "Boolean" are English terms (the corresponding C++ terms would be int and bool), while float and char are C++ terms - a confusing mixture of language levels.

[6] string is not a built-in type in C++, but a library class.

[7] C++ programmers would phrase this as "there are no built-in types for complex numbers and rational numbers". "Declarations" are what you see in a header file instead.

[8] Apart from contradicting what the author wrote before (see [6]), C++ programmers would phrase this as "C++ provides the string type as a library class".

[9] double is not a declaration, but a type.

Omissions of copy-editing do not only pertain to the language, but also to consistency: In the chapter outline for chapter 7, it is promised that Ada 2012, Hope and C# will be covered; instead chapter 7 covers Ada, C++ (that's the paragraph I quoted) and Modula-3 (not to forget that calling such a one-paragraph treatment a "case study" as this book does is a bit pretentious, too).

5 of 5 people found the following review helpful.

TOTAL GARBAGE!!!

By Emil E.

I was among the few who had to use this textbook literally during its first time on the market. At first, I was extremely excited seeing that he somehow made an effort in the first chapter but as I kept on reading it, it literally looked like he had multiple webpages open trying to infuse their respective ideas into this book.

CONS:

First of, his ideas are scattered all over the place in each and every one of the chapters. Never did I manage to fully comprehend what he talks about in each chapter to the extent where I would sincerely feel comfortable with the material.

Second, his explanations for most terms is just ridiculously stupid and tends to leave you more confused prior to reading the book.

Third, I even had one of my PhD (Computer Science) friends read a subsection of the book and try to explain to me what he was trying to convey and even he admitted to the rather poor wording, frequently misleading and confusing concepts which he was trying to put across.

PROS:

The only thing about this book which really made me even continue reading it, was the effort he kept in truly explaining his examples in such detail. Every time I read this book, I was dying to get to the examples in order to see exactly what he is mumbling in all of the prior paragraphs. He even uses an entire page sometimes just to explain one example. **WARNING:** If you don't pay maximum attention to it, you might even end up getting lost in the example explanation itself.

GENERALLY:

Unlike me, if you have the luxury of getting another book for the class, **GET THE OTHER BOOK ASAP! DON'T BE A HOT-HEAD** and get this book for I tell you, **MAY THE 4TH BE WITH U** in trying to comprehend the contents. This is truly not a textbook you'd want to read whilst listening to music (coming from a person who listens to music while doing Math and Programming) or doing any other activity. Even if

you pay so much attention to it, the wording and structure in general will leave you in an even bigger dilemma.

But if you're unfortunate as me and have to use this textbook for your class, I highly recommend you use references from other books or the internet prior to reading the textbook. Read accredited online articles first about the respective topic, understand them then refer back to the book. This is the only way I even comprehended the 3/4 that I did of every chapter.

Once you read Chapter 6 (Garbage Collection) and get done with it, you'll ask yourself the same question I asked myself awhile back, "Why isn't this book part of the garbage that the garbage collector has to dispose off?"

This book is officially going to my "Wall Of Shame".

9 of 10 people found the following review helpful.

Should be made eligible for garbage collection.

By IncredibleBri

The book contains awkwardly worded phrases like "what do you understand by" and some outdated material that is incorrect, especially in the section about garbage collection.

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