Language Design and Overview of COOL

CS143

Lecture 2

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Grade Weights

- Project 50%
  - 1–2 10% each
  - 3–4 15% each
- Midterm 15%
- Final 25%
- Written Assignments 10%
  - 2.5% each

Lecture Outline

- Today's topic: language design
  - Why are there new languages?
  - Good-language criteria
- History of ideas:
  - Abstraction
  - Types
  - Reuse
- Cool
  - The Course Project

Programming Language Economics 101

- Languages are adopted to fill a void
  - Enable a previously difficult/impossible application
  - Orthogonal to language design quality (almost)

- Programmer training is the dominant cost
  - And rewriting code
  - Languages with many users are replaced rarely
  - Popular languages become ossified
  - But easy to start in a new niche . . .

Why So Many Languages?

- Application domains have distinctive and conflicting needs

- Examples: (language–need pairs)

Topic: Language Design

- No universally accepted metrics for design
- Claim: “A good language is one people use”

Language Evaluation Criteria

Features	Criteria		
	Readability	Writeability	Reliability
Data types			
Abstraction			
Type checking			
Exception handling			

History of Ideas: Abstraction

- Abstraction = detached from concrete details
  - “Abstraction is selective ignorance” - Andrew Koenig

- Abstraction is necessary to build any complex system
  - The key is **information hiding**—expose only the essential

- Modes of abstraction
  - **Via languages/compilers**: High-level code, few machine dependencies
  - **Via functions and subroutines:** Abstract interface to behavior
  - **Via modules:** Export interfaces; hide implementation
  - **Via classes/abstract data types:** Bundle data with its operations

History of Ideas: Types

- Originally, few types
  - FORTRAN: scalars, arrays
  - LISP: no static type distinctions
- Realization: Types help
  - Lets you to express abstraction
  - Lets the compiler report many frequent errors
  - Sometimes to the point that programs are guaranteed “safe”
  - Helps the compiler optimize your code
- More recently
  - Lots of interest in types
  - Experiments with various forms of parameterization
  - Best developed in functional programming

History of Ideas: Reuse

- Reuse = exploit common patterns in software systems
  - Goal: mass-produced software components
  - Reuse is difficult

- Two popular approaches
  - Type parameterization (List(int), List(double))
  - Classes and inheritance: C++ derived classes
  - C++ and Java have both

- Inheritance allows
  - Specialization of existing abstraction
  - Extension, modification, and hidden behavior

Trends

- Language design
  - Many new special-purpose languages
  - Popular languages stick around (perhaps forever)
    - Fortran and Cobol

- Compilers
  - Ever more needed and ever more complex
  - Driven by increasing gap between
    - new languages
    - new architectures
  - Venerable and healthy area

Why Study Languages and Compilers ?

5. Increase capacity of expression

4. Improve understanding of program behavior

3. Increase ability to learn new languages

2. Learn to build a large and reliable system

1. See many basic CS concepts at work

Cool Overview

- Classroom Object Oriented Language

- Designed to
  - Be implementable in a short time
  - Give a taste of implementation of modern
    - Abstraction
    - Static typing
    - Reuse (inheritance)
    - Memory management
    - And more …

- But many things are left out

A Simple Example

```
class Point {
  x : Int ← 0;
  y : Int ← 0;
};
```

- Cool programs are sets of class definitions
  - A special class **Main** with a special method **main**
  - All Cool code lives inside classes

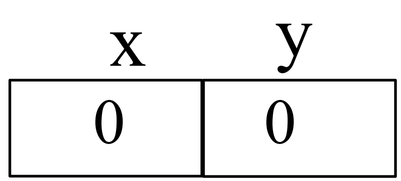
- A class is a collection of attributes and methods
- Instances of a class are objects

Cool Objects

```
class Point {
  x : Int ← 0;
  y : Int; (* use default value *)
};
```

- The expression "new Point" creates a new object of class Point

- An object can be thought of as a record with a slot for each attribute



Methods

- A class can also define methods for manipulating the attributes

```
class Point {
  x : Int ← 0;
  y : Int ← 0;
  movePoint(newx : Int, newy : Int): Point {
    {
      x ← newx;
      y ← newy;
      self;
    } -- close block expression
  }; -- close method
}; -- close class
```

- Methods can refer to the current object using self

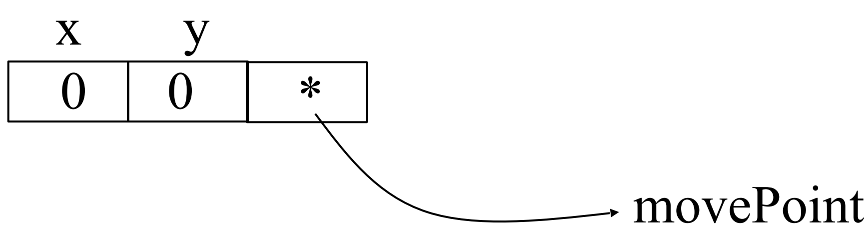
Information Hiding in Cool

- Methods are global
- Attributes are local to a class
  - They can only be accessed by the class's methods

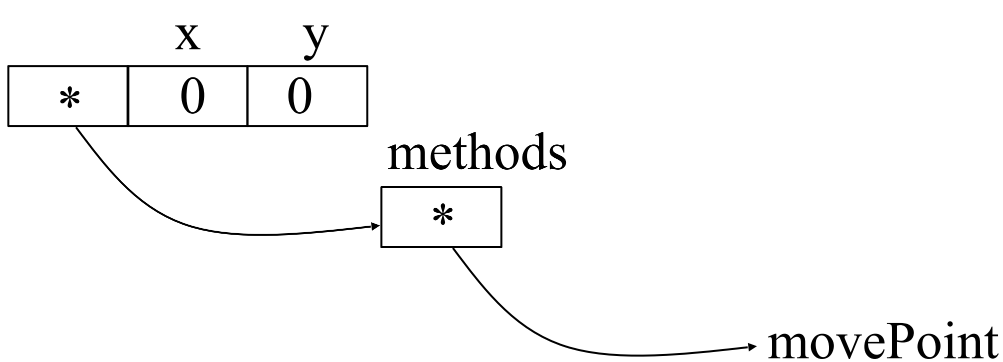
```
class Point {
   ...
   x () : Int { x };
   setx (newx : Int) : Int { x ← newx };
};
```

Methods

- Each object knows how to access the code of a method
  - As if the object contains a slot pointing to the code



- In reality implementations save space by sharing these pointers among instances of the same class



Inheritance

- We can extend points to colored points using subclassing => class hierarchy

```
class ColorPoint inherits Point {
  color : Int ← 0;
  movePoint(newx : Int, newy : Int): Point {{
    color ← 0;
    x ← newx;
    y ← newy;
    self;
  }};
};
```

movePoint	x	y	color
*	0	0	0

Cool Types

- Every class is a type

- Base classes:
  - Int for integers
  - Bool for boolean values: true, false
  - String for strings
  - Object root of the class hierarchy

- All variables must be declared
  - compiler infers types for expressions

Cool Type Checking

```
x : A;
x ← new B;
```

- Is well typed if A is an ancestor of B in the class hierarchy
  - Anywhere an A is expected a B can be used
- Type safety:
  - A well-typed program cannot result in runtime type errors

Method Invocation and Inheritance

- Methods are invoked by dispatch

- Understanding dispatch in the presence of inheritance is a subtle aspect of OO languages

```
p : Point;
p ← new ColorPoint;
p.movePoint(1,2);
```

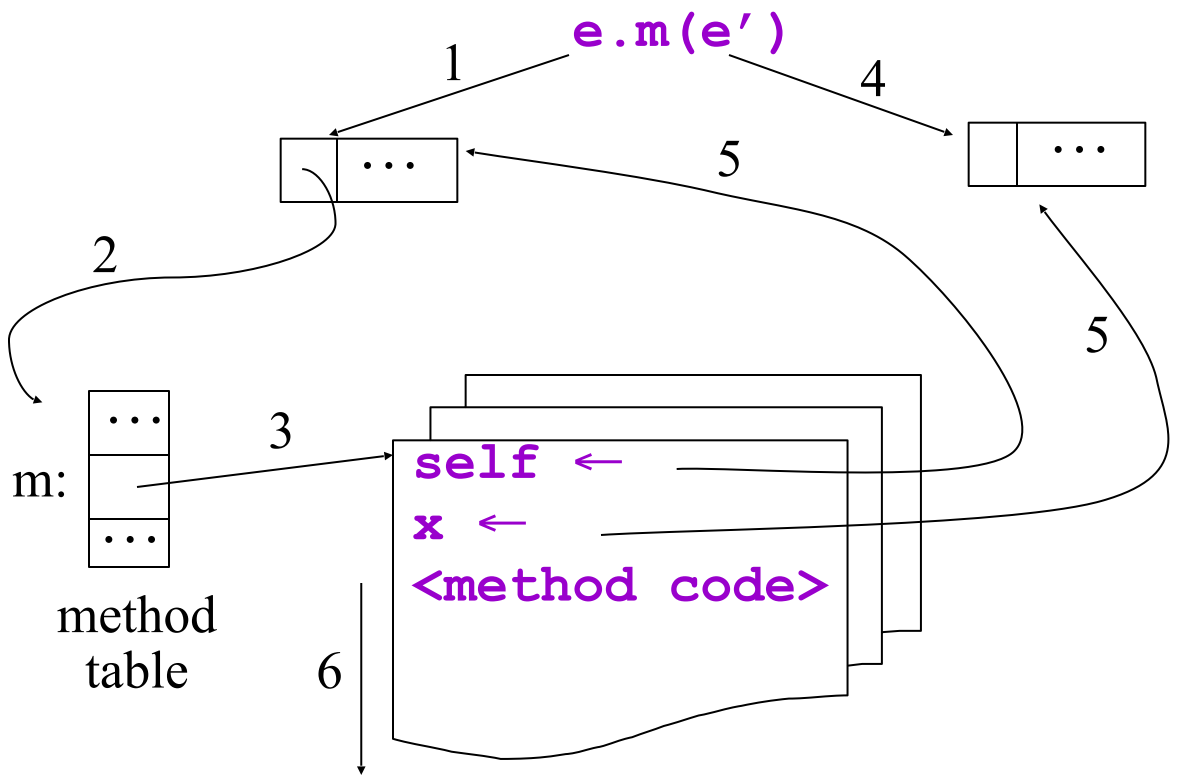
p has static type Point

p has dynamic type ColorPoint

p.movePoint must invoke the ColorPoint version

Method Invocation

- Example: invoke one-argument method m(x)



1. Eval. e
2. Find class of e
3. Find code of m
4. Eval. argum.
5. Bind self and x
6. Run method

Other Expressions

- Expression language
  - every expression has a type and a value
  - Loops — while E loop E pool
  - Conditionals — if E then E else E fi
  - Case statement — case E of x : Type ⇒ E; … esac
  - Arithmetic — +, -, …
  - Logical operations — <, =, …
  - Assignment — x ← E
  - Primitive I/O — out_string(s), in_string(), …

- Missing features:
  - arrays, floating point operations, exceptions, …

Cool Memory Management

- Memory is allocated every time new is invoked
- Memory is deallocated automatically when an object is no longer reachable
- Done by the garbage collector (GC)
  – There is a Cool GC

Course Project

- A complete compiler
  - Cool ==> MIPS assembly language
  - No optimizations
- Split in 4 programming assignments (PAs)
- There is adequate time to complete assignments
  - But start early and please follow directions
- Individual or team
  - max. 2 students