Assignment V: A New Method

One written page recounting your experiences.

Explore a new style of programming.

1. Select a programming language and metaphor that you have not previously used. Obtain a copy of the appropriate programming language (this can be time-consuming).

2. Select a small fragment of code that you have written (alternatively you can use your pseudocode fragment from previous assignments, or you can select some code from a published source).

3. Transcribe and implement your code fragment in the new language.

4. What did you learn? Prepare a one to two page report on your experiences. Concentrate on the differences between the languages you are using.

Language Sources:

JAVA (pure object oriented):   http://jave.sun.com

Haskell (pure functional):   http://haskell.org

Scheme (functional):   http://www-swiss.ai.mit/ftpdir/scheme-7.4/

Forth (tiny, threaded)   http://chemlab.pc.maricopa.edu/pocket.html

LISP: http://www.franz.com/downloads/

Prolog:
        http://www.cs.cmu.edu/Groups/AI/html/faqs/lang/prolog/prg/part2/faq-doc-2.html

ATLAST (tiny, embedded) and DIESEL (tiny, string-based):   http://fourmilab.ch/

Screamer (constraint-based extension of LISP, untested):
        http://www.cis.upenn.edu/~screamer-tools/index.html

In general: http://dir.yahoo.com/Computers_and_Internet/Programming_Languages/