



The following slides contain advanced material and are optional.



- Programming paradigms/languages
  - Machine languages
  - Procedural
  - Object-oriented
  - Prototype-based
  - Functional
  - Visual
  - Logic
  - Hardware
  - Esoteric
  - Multi-paradigm



➤ Code examples are taken from

➤ <http://99-bottles-of-beer.net/>

➤ Wikipedia

➤ [http://en.wikipedia.org/wiki/Programming\\_paradigm](http://en.wikipedia.org/wiki/Programming_paradigm)

➤ [http://en.wikipedia.org/wiki/List\\_of\\_programming\\_languages\\_by\\_category](http://en.wikipedia.org/wiki/List_of_programming_languages_by_category)

➤ [http://en.wikipedia.org/wiki/List\\_of\\_multi-paradigm\\_programming\\_languages](http://en.wikipedia.org/wiki/List_of_multi-paradigm_programming_languages)



## ➤ Low-level

- Direct CPU instructions
- Direct access to CPU registers
- Direct access to memory

## ➤ Easy to compile

- Each instruction has a bit-representation
- Single-pass translation

## ➤ Example: x86 Assembler

- [http://99-bottles-of-beer.net/language-assembler-\(intel-x86\)-1144.html](http://99-bottles-of-beer.net/language-assembler-(intel-x86)-1144.html)

# Machine languages: x86 Assembler



```
segment .text
```

```
; this function converts integer in range 0-99 to string
```

```
_integer_to_string:
```

```
    mov     eax, dword [esp + 08h]    ; get the value
```

```
    mov     ecx, 10                  ;
```

```
    sub     edx, edx
```

```
    div     ecx                      ; divide it by 10
```

```
    mov     ecx, dword [esp + 04h]    ; get the output offset
```

```
    test    eax, eax                 ; is greater than 9
```

```
    jz     .skip_first_digit         ; skip saving 0 char if no
```

```
    add     al, 030h                 ; convert number to ascii char
```

```
    mov     byte [ecx], al           ; save
```

```
    inc     ecx                      ; increase pointer
```

```
    jmp     .dont_test_second_digit  ;
```

```
.skip_first_digit:                 ; only if less than 10
```

```
    test    edx, edx
```

```
    jz     .skip_second_digit
```

```
.dont_test_second_digit:           ; if it was greater than 10
```

```
    add     dl, 030h                 ; than second digit must be
```

```
    mov     byte [ecx], dl           ; written at no condition
```

```
    inc     ecx
```

```
.skip_second_digit:                ; only skip if value was 0
```

```
    mov     byte [ecx], ah           ; save the null ending char
```

```
    retn    4                       ; ret and restore stack
```



- Structured programming
  - Procedures
  - Data global or per module
  - Control structures: loops, conditionals
  
- Example: Pascal
  - <http://99-bottles-of-beer.net/language-turbo-pascal-470.html>

# Procedural: Pascal

---



```
program Bottles;

uses wincrt;
var b: byte;

function plural(anz_flaschen: byte): string;
begin
    if anz_flaschen <> 1
        then plural:= 's'
        else plural:= ''
    end; {plural}

begin
    screensize.y:= 1 + 99 * 5;
    inactivetitle:= ' 99 Bottles of beer ';
    initwincrt;
    for b:=99 downto 1 do
        begin
            writeln(b :2, ' bottle' + plural(b) + ' of beer on the wall, ');
            writeln(b :2, ' bottle' + plural(b) + ' of beer. ');
            writeln('Take one down, pass it around, ');
            writeln((b-1) :2, ' bottle' + plural(b-1) + ' of beer on the wall. ');
            writeln
        end
    end. {Bottles}
```

# Object-oriented

---



- Classes as operation abstraction
- Objects as data abstraction
- Inheritance
- Dynamic binding
  
- Example: Eiffel
  - <http://99-bottles-of-beer.net/language-eiffel-231.html>



# Object-oriented: Eiffel

---



```
class BEER

create
  make

feature

  shelf: SHELF

  make is
    do
      from
        create shelf.make (99)
      until
        shelf.empty
      loop
        io.put_string (shelf.description)
        shelf.remove
        io.put_string ("Take one down, pass it all around%N%N")
      end
      io.put_string (shelf.description)
      io.put_string ("Go to the store and buy some more%N%N")
      shelf.make (99)
      io.put_string (shelf.description)
    end

end -- class BEER
```

# Prototype-based

---



- No class definitions
- Data and functions are added to objects
- Objects are cloned to create new objects
  
- Example: JavaScript
  - <http://99-bottles-of-beer.net/language-eiffel-231.html>

# Prototype-based: JavaScript

---



```
var Song = function(){};

//add methods to the prototype, to affect the instances of the class Song
Song.prototype = {
  map: function( src, fn ){
    var
      mapped = [ ], //will hold the mapped items
      pos = src.length; //holds the actual index
    while( pos-- )
      mapped[pos] = fn.call( this, src[pos], pos );
    return mapped;
  },
  bottle:function( left ){
    switch( left ){
      case 0: return 'no more bottles';
      case 1: return '1 bottle';
      default: return left + ' bottles';
    }
  },
  buy:function( amount ){
    this.bottles = Array(amount+1);
  },
  ...
};

var bottlesSong = new Song();
bottlesSong.buy( 99 );

var lyrics = bottlesSong.sing( '<br />' );

document.body.innerHTML = lyrics;
```



- Stateless & Side-effect free
- More like mathematical functions
- Higher-order functions
  - Functions as arguments and results
- Example: Haskell
  - <http://99-bottles-of-beer.net/language-haskell-1613.html>



```
bottles :: Int -> String
```

```
bottles n
```

```
  |n == 0 = "no more bottles"
```

```
  |n == 1 = "1 bottle"
```

```
  |n > 1 = show n ++ " bottles"
```

```
verse :: Int -> String
```

```
verse n
```

```
  |n == 0 = "No more bottles of beer on the wall, no more bottles ..."
```

```
          ++ "Go to the store and buy some more, 99 bottles of beer ..."
```

```
  |n > 0 = bottles n ++ " of beer on ..., " ++ bottles n ++ " of beer.\n"
```

```
          ++ "Take one down and pass it around, " ++ bottles (n-1)
```

```
          ++ " of beer on the wall.\n"
```

```
main = mapM (putStrLn . verse) [99,98..0]
```

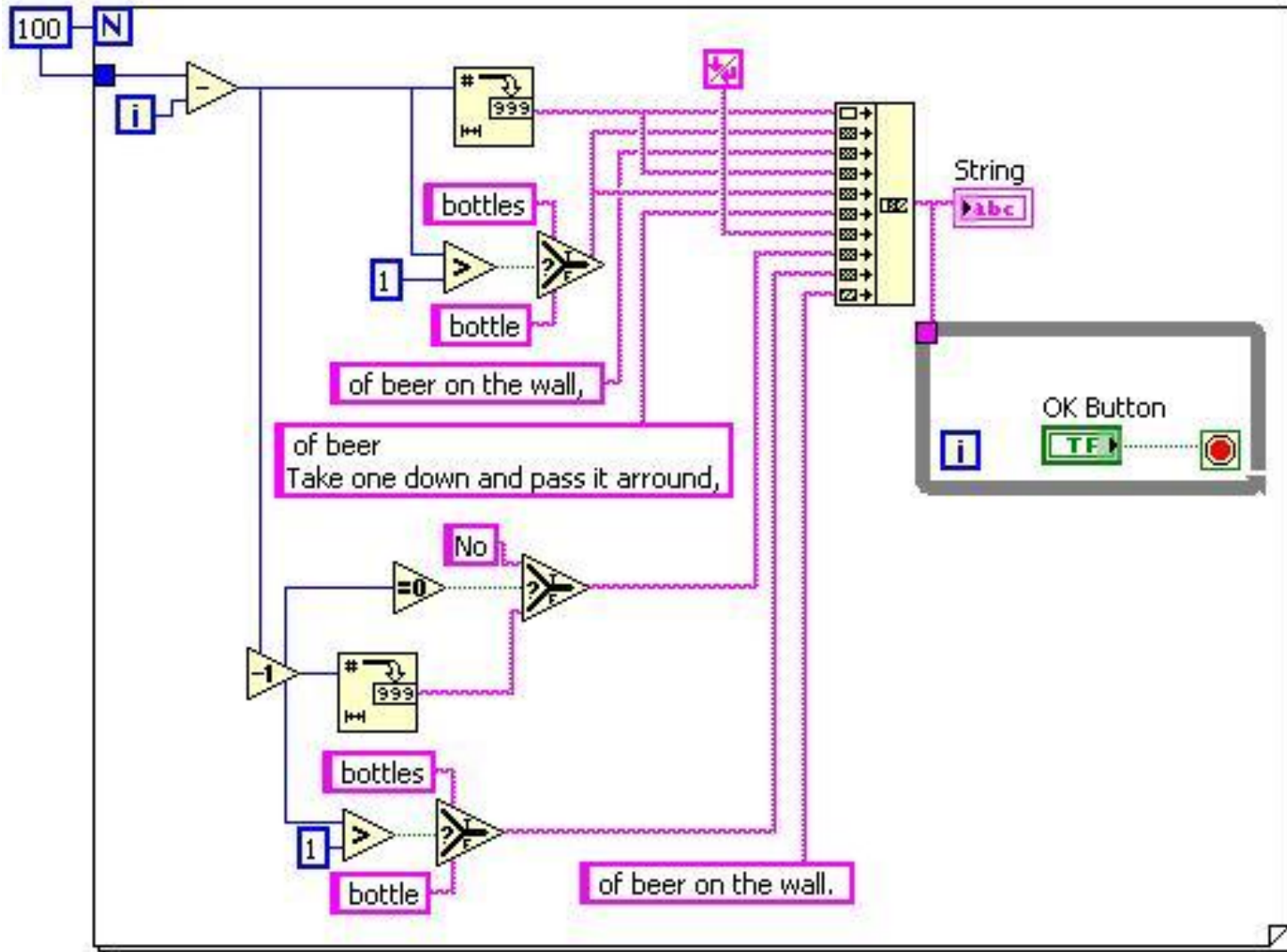


- Program represented by diagram
- Possible to visualize program execution / data flow
  
- Example: LabView
  - <http://99-bottles-of-beer.net/language-labview-729.html>

# Visual: LabView



Contributed by Tom SAVU  
www.tomsavu.net





- Declare facts and rules
- Ask questions
- Automatically resolved
  - SLD resolution
  - Backtracking
  
- Example: Prolog
  - <http://99-bottles-of-beer.net/language-prolog-1114.html>





```
wall_capacity(99).

wait(_) :- true.

report_bottles(0) :- write('no more bottles of beer'), !.
report_bottles(X) :- write(X), write(' bottle'),
                    (X = 1 -> true ; write('s')),
                    write(' of beer').

report_wall(0, FirstLine) :-
    (FirstLine = true -> write('No ') ; write('no ')),
    report_bottles('more'), write(' on the wall'), !.
report_wall(X, _) :- report_bottles(X), write(' on the wall').

sing_verse(0) :- !, report_wall('No more', true), write(', '),
                report_bottles('no more'), write('.'),
                nl, write('Go to the store and buy some more, '),
                wall_capacity(NewBottles), report_wall(NewBottles, false),
                write('.'), nl.

sing_verse(X) :- report_wall(X, true), write(', '),
                report_bottles(X), write('.'), nl,
                write('Take one down and pass it around, '),
                Y is X - 1, report_wall(Y, false), write('.'), nl, nl,
                wait(5), sing_verse(Y).

:- wall_capacity(Bottles), sing_verse(Bottles).
```



- Limited instructions
  - Signal input/output
  - Choice
  - Limited loops (unrolling)
  
- „Compiled“ to hardware
  
- Example: VHDL
  - <http://99-bottles-of-beer.net/language-vhdl-168.html>



```
entity beer_song is
    port(bottles: out integer;
         words: out string(1 to 28);
         start_singing: in boolean);
end beer_song;

architecture silly of beer_song is
begin
    lets_sing: process
    begin
        wait on start_singing until start singing;
        for index_bottles in 99 downto 1 loop
            bottles <= index_bottles;
            words <= "bottles of beer on the wall,";
            wait for 5 sec;
            bottles <= index_bottles;
            words <= "bottles of beer,                ";
            wait for 5 sec;
            words <= "take one down,                ";
            wait for 5 sec;
            words <= "pass it around,                ";
            wait for 5 sec;
            bottles <= index_bottles - 1;
            words <= "bottles of beer on the wall."
            wait for 5 sec.
        end loop;
        assert false report "No more beer!" severity warning;
    end process lets_sing;
end silly;
```



➤ Whatever you can imagine

➤ Example: BrainFuck

➤ <http://99-bottles-of-beer.net/language-brainfuck-1539.html>

# Esoteric: BrainFuck



```
# Set beer counter to 99
>>>>>>>>
>+++++++++++[-<+++++++++++>]<-
<<<<<<<<<<

# Create output registers
+++++++++++[->++++>++++>++++>++++<<<<<]      add 0x28 to all from (1) to (4)
+++++++++++[->>>+++++++++++>+++++++++++<<<<<]  add 0x40 to all from (3) and (4)
+++++[->>>>++++<<<<<]                          add 0x10 to (4)
+++++++++++                                       set (0) to LF
>-----                                         set (1) to SP
>+++++                                           set (2) to comma

>>>>>>>>                                     go to beer counter (9)
[
  <<<<<
  +++      state 1 in (5)
  >+      state 2 in (6)
  >++     state 3 in (7)
  <<      go to (5)
  [
    >>>>      go to (9)
    [
      [->+>+<<<]>>[-<<<+>>]<[>+++++++++++[->+>+<<<<]
      <[>>>>[-<<<<->]>>>>[<[>]>[----->]]<+++++
      ++[-<+++++++++++>]<<[<->[->-<]]>->>>[>]+[<]<<[
      ->>>[>]<+[<]<<]<>>]<<]<+>>[->+<<<+>]>[-<+>]<
      <<<<<]>>[-<<<+>>]<<]>[-]>>>>>>>[>]<[.[-]<]
      <<<<<<<<
    ]>+<<<      inc (11) and go to (9)
    [>]>>>      if (9) empty go to (11) else (12)
  ]

```

...



- Most languages combine different paradigms
- Java
  - imperative/procedural, generic, reflective, object-oriented (class-based)
- Eiffel
  - imperative/procedural, generic, object-oriented (class-based), concurrent (SCOOP)
- Oz
  - concurrent, constraint, dataflow, distributed, functional (evaluation: eager, lazy), imperative, logic, object-oriented (class-based)