

University: Alexandria
Faculty: Science
Program: Computer Science

**Form no. (12)
Course Specification**

1- Course Data

Course Code: CS 212	Course Title: Structure of programming Languages	Academic Year/Level: Second level (First semester)
Specialization: Computer Science	No. of Instructional Units: Lecture <input type="text" value="2"/> Lab <input type="text" value="3"/>	

2- Course Aim	<ul style="list-style-type: none"> • This course is designed to encourage in students a sense of interest for Compiler Design and its application in different contexts • Provide a solid foundation in the major areas of Compiler Design • Provide education and training of high quality in Compiler Design
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3- Intended Learning Outcome

a- Knowledge and Understanding	<p>a1. Describe the main concepts, definitions of language Design</p> <p>a2. Review theories and concepts used in Compiler Design</p> <p>a3. Identify an understanding of the contribution and impacts of language Design in scientific, social, economic, environmental, political and cultural terms.</p> <p>a4. The basic syntax and semantic analysis</p> <p>a5. The basic data types for all languages</p> <p>a6. The loop, selection and expression statment</p>
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b- Intellectual Skills	<p>b1. Manipulate and apply appropriate theories, principles and concepts relevant to language Design</p> <p>b2. Critically assess and evaluate the literature within the field of language Design</p> <p>b3 Deduce and interpret information from a variety of sources relevant to language Design</p>
c- Professional Skills	<p>c1. Plan, design and execute practical activities using techniques and procedures Appropriate to Compiler Design</p> <p>c2. Execute a piece of independent research using languages, computer media and techniques;.</p>
d- General Skills	<p>d1. Develop appropriate effective written and oral communication skills relevant to the specific course of language Design</p> <p>d2. Demonstrate the ability to work effectively as part of a group</p> <p>d3. Solve problems relevant to language Design using ideas and techniques some of which are at the forefront of the discipline.</p> <p>d4. Solve problems relevant to applications in real life in computer science using old and new languages some of which are at the forefront of the discipline;</p>
4- Course Content	<ul style="list-style-type: none"> • Design and implementation of programming language translators. • Parsing and scanner • Run-time storage management • Error recovery. • Code generation • Register allocation. • Data flow and optimization. • Data types and names • Statements • Selection, iterative and conditional statements • Object and class

5- Teaching and Learning Methods	Lecturers – Home works - Oral discussion - Quizzes
6- Teaching and Learning Methods for Students with Special Needs	NONE
7- Student Assessment:	
a- Procedures used:	Lecturers – tutorials- homework – oral discussion - Quizzes
b- Schedule:	Mid-Term exam... Week 10 Final exam Week 17
c- Weighing of Assessment:	Term work (exam + home works) 20% Lab exam 10% Oral exam 10% Final exam 60%
8- List of References:	Concepts of programming languages, J. Sebasta, 2007
a- Course Notes	Course notes provided by the Faculty member of Computer Science Division, Math department, to be handled at the beginning of the semester.

b- Required Books (Textbooks)	Concepts of programming languages, J. Sebasta, 2007
c- Recommended Books	Concepts of programming languages, J. Sebasta, 2007
d- Periodicals, Web Sites, ..., etc.	

Course Instructor: Dr. Yasser Fouad

Head of Department: Prof. Dr. Mahmoud El-Alem.

Date: 1/10/2010