

# COMP 110/L Lecture 2

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# Programming Languages as Natural Languages

# Syntax

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Defines what valid sentences are

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---

Megan goes to the store.

# Syntax

Defines what valid sentences are

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Megan goes to the store.



-This is a valid sentence according to the syntactic rules of English

# Syntax

Defines what valid sentences are

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Megan goes to the store.



The goes store to Megan.

# Syntax

Defines what valid sentences are

---

Megan goes to the store.



~~The goes store to Megan.~~



- This is not a syntactically valid sentence according to the rules of English
- Programming languages have the exact same sort of rules, though the valid sentences usually don't look like natural language sentences.
- The methods for defining programming language syntax were taken directly from linguistics; the idea of a syntax error predates computers



# Semantics

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Defines what valid sentences *mean*

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Defines what valid sentences *mean*

---

Megan goes to the store.

# Semantics

Defines what valid sentences *mean*

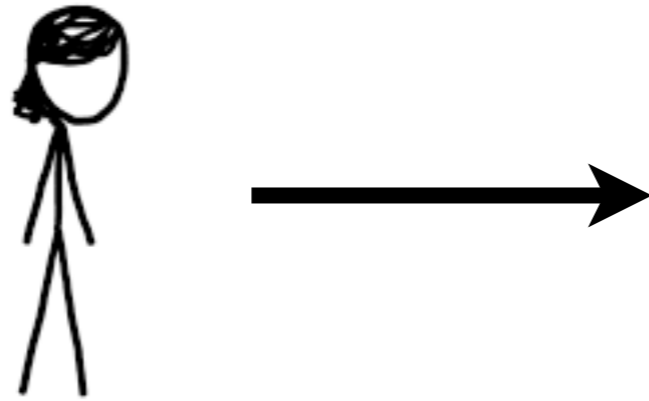
Megan goes to the store.



# Semantics

Defines what valid sentences *mean*

Megan goes to the store.



# Semantics

Defines what valid sentences *mean*

Megan goes to **the store**.



# Semantics

Defines what valid sentences *mean*

Megan goes to the store.



Colorless green ideas sleep furiously.

# Semantics

Defines what valid sentences *mean*

Megan goes to the store.



Colorless green ideas sleep furiously.



-Natural languages allow us to define sentences that are syntactically valid but semantically nonsensical



# Programming Language Semantics

- Some languages have the same problem!
- All syntactically valid sentences in Java have prescribed meaning
  - ...this meaning might not be useful...
  - ...and it definitely could be unintended...

-C/C++ lets you define equally meaningless statements (thanks to undefined behavior)

# Learning a Language

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Have to start somewhere

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---

Megan goes to the store.

# Learning a Language

Have to start somewhere

---

Megan goes to the store.

Need nouns  
(that which can act  
or can be acted on)

# Learning a Language

Have to start somewhere

Megan **goes** to the store.

Need nouns  
(that which can act  
or can be acted on)

**Need verbs**  
**(the actions)**

# Learning a Language

Have to start somewhere

---

Megan goes **to the** store.

Need nouns  
(that which can act  
or can be acted on)

Need verbs  
(the actions)

**Need connections between the two**

-This will work

# The Point

- To make complete sentences, we need a lot of stuff
- Java requires a *lot* for a complete sentence



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- To make complete sentences, we need a lot of stuff
- Java requires a *lot* for a complete sentence

```
public class MyClass {  
    public static void  
    main(String[] args) {  
        ...  
    }  
}
```

-For now, the ... is everything you actually want to write, everything else is required but somewhat indirect

# The Point

- To make complete sentences, we need a lot of stuff
- Java requires a *lot* for a complete sentence

```
public class MyClass {  
    public static void  
    main(String[] args) {  
        ...  
    }  
}
```

**For now, a  
magical  
incantation**

-For now, the ... is everything you actually want to write, everything else is required but somewhat indirect

**Let's see some code!**  
**(in jGrasp)**