



CSE341: Programming Languages

Lecture 13 Equivalence; Parametric Polymorphism

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Fall 2011

Upcoming schedule

- Today is Wednesday (duh ☺)
- Friday will be an introduction to Racket
- Monday is our midterm, on material up through today
 - Biased toward later lectures because material builds
 - Section will focus on modules and do some review
 - My exams are difficult; possibly a bit harder than samples
 - Don't panic; it's fairer that way
 - You can bring one side of one sheet of paper
- Will move into new concepts using Racket very quickly
 - Homework 4 due about a week after midterm and is much more than “getting started with Racket”

Today

1. More careful look at what “two pieces of code are *equivalent*” means
 - Fundamental software-engineering idea
 - Made easier with (a) abstraction (b) fewer side effects
2. Parametric polymorphism (a.k.a. *generic types*)
 - Before we stop using a statically typed language
 - See that while generics are very convenient in ML, even ML is more restrictive than it could be
 - (Will contrast with *subtyping* near end of course)

Won't learn any “new ways to code something up” today