

Programming Paradigms

CS 152

Fall 2026 Section 03 In Person 3 Unit(s) 08/19/2026 to 12/07/2026 Modified 08/25/2026

Contact Information

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Office Hours: Tuesday, 1:00 PM – 3:00 PM

Class Days/Time: Tuesdays and Thursdays 4:30 PM - 5:45 PM

Classroom: Science (SCI) 311

Modality: In-person

Course Description and Requisites

Programming language syntax and semantics. Data types and type checking. Scope, bindings, and environments. Functional and logic programming paradigms, and comparison to other paradigms. Extensive coverage of a functional language.

Prerequisite: CS 151 or CMPE 135 (with a grade of "C-" or better); Allowed Majors: Computer Science or Software Engineering; or instructor consent.

Letter Graded

Classroom Protocols

Cheating will not be tolerated

Student must be respectful of the instructor and other students. For example, no disruptive or annoying talking

Turn off cell phones

Class begins on time

Valid picture ID required at all times

Program Information

Diversity Statement - At SJSU, it is important to create a safe learning environment where we can explore, learn, and grow together. We strive to build a diverse, equitable, inclusive culture that values, encourages, and supports students from all backgrounds and experiences.

Course Learning Outcomes (CLOs)

Upon successful completion of this course, students will be able to:

1. Identify key developments in the history of programming languages.
2. Classify the concepts and terms used to describe languages that support the imperative, functional, object-oriented, and logic programming paradigms.
3. Differentiate between the roles of interpreters, compilers, and virtual machines and between compiled and interpreted languages.
4. Generate context-free grammars and design recursive-descent parsers for simple languages.
5. Use computer architecture principles, data types, scope, typing, syntax, and semantics to solve problems.
6. Design interpreters for simple languages that involve arithmetic expressions, bindings of values to names, and function calls.
7. Carry out problem-solving using imperative, object-oriented, functional and logic paradigms.
8. Determine what paradigm and language are best suited for a new problem.

Course Materials

Textbook: None required.

Other Readings (Optional): Programming Languages: Principles and Practice, 3rd edition 2012 Authors: Kenneth Loudon and Kenneth Lambert Publisher: Cengage Learning ISBN-13: 978-1-111-52941-3

Other technology requirements / equipment / material: We will be using programming languages spanning multiple paradigms in this class. Appropriate environments may need to be installed. You are free to use your own development environment setup in addition to instructor recommended ones.

Course Requirements and Assignments

SJSU classes are designed such that in order to be successful, it is expected that students will spend a minimum of forty-five hours for each unit of credit (normally three hours per unit per week), including preparing for class, participating in course activities, completing assignments, and so on. More details about student workload can be found in University Policy S12-3 at <http://www.sjsu.edu/senate/docs/S12-3.pdf>.

NOTE that University policy F69-24 at <http://www.sjsu.edu/senate/docs/F69-24.pdf> states that "Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class. Attendance per se shall not be used as a criterion for grading."

Homework, Quizzes, Exams and a Final Project are expected for this class. Homework is due on Canvas by midnight on the due date. Each assigned problem requires a solution and an explanation (or work) detailing how you arrived at your solution. Cite any outside sources used to solve a problem. When grading an assignment, I may ask for additional information.

The exams will contain several questions spanning multiple-choice, true/false, short answer, coding and mathematical proof types. Exams are open book and open notes. The exams should be done individually. No make-up exams will be administered except in the case of verifiable emergency circumstances.

Grading Information

Programming Assignments: 20%

There are four programming assignments, each accounting for five percent of total grade.

Quizzes: 20%

There are four quizzes, each accounting for five percent of total grade.

Exam 1: 20%

Exam 2: 20%

Project: 20%

The project consists of an abstract submission (10%), a mid semester check-in (10%), an end-semester presentation (50%) and a technical report (30%).

Note that "All students have the right, within a reasonable time, to know their academic scores, to review their grade-dependent work, and to be provided with explanations for the determination of their course grades."

See University Policy F13-1 at <http://www.sjsu.edu/senate/docs/F13-1.pdf> for more details.

Determination of Grades:

Semester grade will be computed as a weighted average of the scores obtained in each of the five categories listed above. No make-up tests or quizzes will be given, and no late homework (or other work) will be accepted except in extraordinary circumstances. Also, in-class work must be completed in the section that you are enrolled in.

Nominal Grading Scale:

Percentage Grade

Percentage	Grade
97 – 100 plus	A+
93 – 96	A
90 – 92	A-
87 – 89	B+
83 – 86	B
80 – 82	B-
77– 79	C+
73 – 76	C
70 – 72	C-
67 – 69	D+
63 – 66	D
60 - 62	D-
0-59	F

University Policies

Per [University Policy S16-9 \(PDF\)](http://www.sjsu.edu/senate/docs/S16-9.pdf) (<http://www.sjsu.edu/senate/docs/S16-9.pdf>), relevant university policy concerning all courses, such as student responsibilities, academic integrity, accommodations, dropping and adding, consent for recording of class, etc. and available student services (e.g. learning assistance, counseling, and other resources) are listed on the [Syllabus Information](https://www.sjsu.edu/curriculum/courses/syllabus-info.php) (<https://www.sjsu.edu/curriculum/courses/syllabus-info.php>) web page. Make sure to visit this page to review and be aware of these university policies and resources.

Course Schedule

CS152 / Principles and Paradigms of Programming Languages, Fall 2026, Course Schedule

The schedule is subject to change with fair notice communicated via Canvas course page or in class.

Week	Date	Topics, Readings, Assignments, Deadlines
1	08/20	Introduction
2	08/25	Foundations of Programming and Computer Architecture
2	08/27	Review of Computer Architecture
3	09/01	Review of Computer Architecture
3	09/03	Syntax Project abstracts due on Canvas.
4	09/08	Semantics Assignment 1 set.
4	09/10	Language Design Criteria, Data Types, Abstract Data Types and Modules

5	09/15	Expressions and Statements, Procedures and Environments Assignment 1 due.
5	09/17	Functions, Function Implementation and Memory Management Quiz 1 in-class.
6	09/22	Programming Paradigms (Basics, Turing completeness, Compiled vs. Interpreted) Assignment 2 set.
6	09/24	Programming Paradigms (Compilers and Compiled Languages, Interpreters and Interpreted languages)
7	09/29	Programming Paradigms (other language classifications, major paradigms, paradigm vs. language, execution model) Assignment 2 due.
7	10/01	Imperative Programming Paradigm (Procedural, Object oriented, Parallel) Quiz 2 in-class.
8	10/06	Imperative Programming Paradigm (Procedural, Object oriented, Parallel)
8	10/08	Exam 1
9	10/13	The Functional Paradigm: Lambda Calculus
9	10/15	The Functional Paradigm: Lambda Calculus (Advanced Topics) Mid-semester project check-in due on Canvas.
10	10/20	Functional programming using Scheme

10	10/22	Functional programming using Scheme Assignment 3 set.
11	10/27	Functional programming using Haskell
11	10/29	Functional programming using Haskell Assignment 3 due.
12	11/03	Functional programming using Python Quiz 3 in-class.
12	11/05	Functional programming using Python Assignment 4 set.
13	11/10	Functional programming using JavaScript
13	11/12	Functional programming using JavaScript Assignment 4 due.
14	11/17	Declarative Programming Paradigm: Logic programming with Prolog Quiz 4 in-class.
14	11/19	Exam 2
15	11/24	Project Presentations
15	11/26	Thanksgiving Holiday - Campus Closed
16	12/01	Project Presentations
16	12/03	Project Presentations Technical reports due on Canvas.