

SYLLABUS

FUNCTIONAL AND LOGIC PROGRAMMING

University year 2025/2026

1. Information regarding the programme

1.1. Higher education institution	Babeş-Bolyai University
1.2. Faculty	Mathematics and Computer Science
1.3. Department	Computer Science
1.4. Field of study	Computer Science
1.5. Study cycle	Bachelor
1.6. Study programme/Qualification	Computer Science
1.7. Form of education	Full time studies

2. Information regarding the discipline

2.1. Name of the discipline		Functional and Logic Programming				Discipline code		MLE5009			
2.2. Course coordinator					Prof. dr. Horia F. Pop						
2.3. Seminar coordinator					Prof. dr. Horia F. Pop						
2.4. Year of study		2	2.5. Semester		3	2.6. Type of evaluation		C	2.7. Discipline regime		Compulsory

3. Total estimated time (hours/semester of didactic activities)

3.1. Hours per week	4	of which: 3.2 course	2	3.3 seminar/laboratory/project	2
3.4. Total hours in the curriculum	56	of which: 3.5 course	28	3.6 seminar/laboratory/project	28
Time allotment for individual study (ID) and self-study activities (SA)					hours
Learning using manual, course support, bibliography, course notes (SA)					22
Additional documentation (in libraries, on electronic platforms, field documentation)					18
Preparation for seminars/labs, homework, papers, portfolios and essays					27
Tutorship					11
Evaluations					16
Other activities:					
3.7. Total individual study hours	94				
3.8. Total hours per semester	150				
3.9. Number of ECTS credits	6				

4. Prerequisites (if necessary)

4.1. curriculum	MLE5005: Programming Fundamentals MLE5055: Computational Logic MLE5022: Data Structures and Algorithms
4.2. competencies	Average programming skills in a high level programming language

5. Conditions (if necessary)

5.1. for the course	Students will attend the course with their mobile phones shut down Students will attend the course with their laptops shut down; students with special needs will discuss these at the beginning of the semester
5.2. for the seminar /lab activities	Students will attend the lab with their mobile phones shut down Laboratory with computers; high level declarative programming language environment (CLisp, SWIProlog)

6.1. Specific competencies acquired ¹

Professional/essential Competencies	• advanced programming skills in high-level programming languages • use of theoretical foundations of computer science as well as of formal models
Transversal competencies	• application of organized and efficient work rules, of responsible attitudes towards the didactic-scientific field, to bring creative value to own potential, with respect for professional ethics principles and norms • use of efficient methods and techniques to learn, inform, research and develop the abilities to bring value to knowledge, to adapt at the requirements of a dynamical society and to communicate efficiently in Romanian language and in an international language

6.2. Learning outcomes

Knowledge	• The graduate has the necessary knowledge for using computers, developing software programs and applications, information processing. • The graduate knows multiple programming languages and is able to write applications in compiled, interpreted or dynamic languages with the ability to choose the appropriate programming language for the specific application to be developed.
Skills	• The graduate is able to present and explain methods, algorithms, paradigms and techniques used in various branches of computer science. • The graduate has the ability to apply general rules to specific problems and produce relevant solutions.
Responsibility and autonomy:	• The graduate has the ability to choose and use programming paradigms (procedural, object-oriented, functional) to develop software applications appropriate for the specific domain of the application being developed. • The graduate has the ability to understand and communicate information effectively.

7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the discipline	Get accustomed with basic notions, concepts, theories and models of new programming paradigms (functional and logic programming)
7.2 Specific objective of the discipline	Get accustomed with a programming language for each of these paradigms (Common Lisp and SWI Prolog) Acquire the idea of using these programming paradigms based on the applications necessities Assure the necessary base for approaching certain advanced courses Ability to apply declarative programming techniques to different real life problems Ability to model phenomena using declarative techniques Improved programming abilities using the declarative paradigm

¹ One can choose either competences or learning outcomes, or both. If only one option is chosen, the row related to the other option will be deleted, and the kept one will be numbered 6.

8. Content

8.1 Course	Teaching methods	Remarks
<i>Basic elements of Prolog. Facts and rules in Prolog. Goals. The control strategy in Prolog. Variables and composed propositions. Anonymous variables. Rules for matching. The flow model. Sections of a Prolog program. Examples</i>	<i>Exposure: description, explanation, examples, discussion of case studies</i>	
<i>The Prolog program. Predefined domains. Internal and external goals. Multiple arity predicates. The IF symbol (Prolog) and the IF instruction (other languages). Compiler directives. Arithmetic expressions and comparisons. Input/output operations. Strings</i>	<i>Exposure: description, explanation, examples, discussion of case studies</i>	
<i>Backtracking. The backtracking control. The "fail" and "!"(cut) predicates. Using the "!" predicate. Type of cuts. The "not" predicate. Lists in Prolog. Recursion. Examples for backtracking in Prolog. Finding all solutions in the same time. Examples of predicates in Prolog. Non-deterministic predicates</i>	<i>Exposure: description, explanation, examples, discussion of case studies</i>	
<i>Composed objects and functors. Unifying composed objects. Arguments of multiple types; heterogeneous lists. Comparisons for composed objects. Backtracking with cycles. Examples of recursive procedures. The stack frame. Optimization using the "tail recursion". Using the "cut" predicate in order to keep the "tail recursion".</i>	<i>Exposure: description, explanation, examples, discussion of case studies</i>	
<i>Recursive data structures. Trees as data structures. Creating and traversing a tree. Search trees. The internal database of Prolog. The "database" section. Declaration of the internal database. Predicates concerning operations with the internal database.</i>	<i>Exposure: description, explanation, examples, discussion of case studies</i>	
<i>Advanced issues of Backtracking in Prolog. Files management in Prolog.</i>	<i>Exposure: description, explanation, examples, proofs, debate, dialogue</i>	
<i>Programming and programming languages. Imperative programming vs. declarative programming. Introduction. The importance of the functional programming as a new programming methodology. History and presentation of LISP</i>	<i>Exposure: description, explanation, examples, discussion of case studies</i>	
<i>Basic elements in Lisp. Dynamic data structures. Syntactic and semantic rules. Functions' classification in Lisp. Primitive functions in Lisp. Basic predicates in Lisp.</i>	<i>Exposure: description, explanation, examples, discussion of case studies</i>	
<i>Predicates for lists; for numbers. Logic and arithmetic functions. Defining user functions. The conditional form. The collecting variable method. Examples</i>	<i>Exposure: description, explanation, examples, discussion of case studies</i>	
<i>Symbols' managing. Other functions for lists' accessing. OBLIST and ALIST. Destructive functions. Comparisons. Other interesting functions. Examples</i>	<i>Exposure: description, explanation, examples, discussion of case studies</i>	
<i>Definitional mechanisms. The EVAL form. Functional forms; the functions FUNCALL and APPLY. LAMBDA expressions, LABEL expressions. Generators, functional arguments. MAP functions. Iterative forms. Examples</i>	<i>Exposure: description, explanation, examples, discussion of case studies</i>	
<i>Other elements in Lisp. Data structures. Macro-</i>	<i>Exposure: description, explanation,</i>	

<i>definitions. Optional arguments. Examples</i>	<i>examples, discussion of case studies</i>	
<i>13.-14. Graded paper in Logic and Functional Programming</i>	<i>Written test</i>	
<i>Basic elements of Prolog. Facts and rules in Prolog. Goals. The control strategy in Prolog. Variables and composed propositions. Anonymous variables. Rules for matching. The flow model. Sections of a Prolog program. Examples</i>	<i>Exposure: description, explanation, examples, discussion of case studies</i>	
<i>Bibliography</i> 1. CZIBULA G., POP H.F, <i>Elemente avansate de programare in Lisp si Prolog. Aplicatii in Inteligenta Artificiala</i> , Editura Albastra, Cluj-Napoca, 2012 2. POP H.F, SERBAN G., <i>Programare in Inteligenta Artificiala - Lisp si Prolog</i> , Editura Albastra, ClujNapoca, 2003 3. http://www.ifcomputer.com/PrologCourse , Lecture on Prolog 4. http://www.lpa.co.uk , Logic Programming 5. FIELD A., <i>Functional Programming</i> , Addison Wesley, New York, 1988. 6. WINSTON P.H., <i>Lisp</i> , Addison Wesley, New York, 2nd edition, 1984.		
<i>8.2 Seminar / laboratory</i>	<i>Teaching methods</i>	<i>Remarks</i>
<i>S1. Recursion</i>	<i>Explanation; Conversation; Modelling; Case studies</i>	
<i>S2. Lists in Prolog</i>	<i>Explanation; Conversation; Modelling; Case studies</i>	
<i>S3. Processing of heterogeneous lists in Prolog</i>	<i>Explanation; Conversation; Modelling; Case studies</i>	
<i>S4. Backtracking in Prolog</i>	<i>Explanation; Conversation; Modelling; Case studies</i>	
<i>S5. Lists processing in LISP</i>	<i>Explanation; Conversation; Modelling; Case studies</i>	
<i>S6. MAP functions in LISP</i>	<i>Explanation; Conversation; Modelling; Case studies</i>	
<i>S7. Recap</i>	<i>Explanation; Conversation; Modelling; Case studies</i>	
<i>Bibliography</i> 1. CZIBULA G., POP H.F, <i>Elemente avansate de programare in Lisp si Prolog. Aplicatii in Inteligenta Artificiala</i> , Editura Albastra, Cluj-Napoca, 2012 2. POP H.F, SERBAN G., <i>Programare in Inteligenta Artificiala - Lisp si Prolog</i> , Editura Albastra, ClujNapoca, 2003 3. Product documentation: Gold Common Lisp 1.01 si 4.30, XLisp, Free Lisp, CLisp. 4. Product documentation: Turbo Prolog 2.0, Logic Explorer, Sicstus Prolog, SWI Prolog.		
<i>8.3 Laboratory</i>	<i>Teaching methods</i>	<i>Remarks</i>
<i>Lab 1: Recursive algorithms in Pseudocode</i>	<i>Explanation, dialogue, testing data discussion, case studies</i>	<i>Problem given at lab 1 and submitted at lab 1</i>
<i>Lab 2: Lists in Prolog</i>	<i>Explanation, dialogue, testing data discussion, case studies</i>	<i>Problem given at lab 1 and submitted at lab 2</i>
<i>Lab 3: Trees in Prolog. Lists management in Prolog.</i>	<i>Explanation, dialogue, testing data discussion, case studies</i>	<i>Problem given at lab 2 and submitted at lab 3</i>
<i>Lab 4: Backtracking in Prolog</i>	<i>Explanation, dialogue, testing data discussion, case studies</i>	<i>Problem given at lab 3 and submitted at lab 4</i>
<i>Lab 4: Practical test in Prolog</i>	<i>Practical test</i>	<i>One hour</i>
<i>Lab 5: Recursive programming in Lisp</i>	<i>Explanation, dialogue, testing data discussion, case studies</i>	<i>Problem given at lab 4 and submitted at lab 5</i>
<i>Lab 6: Recursive programming in Lisp</i>	<i>Explanation, dialogue, testing data discussion, case studies</i>	<i>Problem given at lab 5 and submitted at lab 6</i>
<i>Lab 7: Using MAP functions in Lisp.</i>	<i>Explanation, dialogue, testing data discussion, case studies</i>	<i>Problem given at lab 6 and submitted at lab 7</i>
<i>Lab 7: Practical test in Lisp</i>	<i>Practical test</i>	<i>One hour</i>
<i>Bibliography</i> 1. CZIBULA G., POP H.F, <i>Elemente avansate de programare in Lisp si Prolog. Aplicatii in Inteligenta Artificiala</i> , Editura Albastra, Cluj-Napoca, 2012 2. POP H.F, SERBAN G., <i>Programare in Inteligenta Artificiala - Lisp si Prolog</i> , Editura Albastra, ClujNapoca, 2003		

3. Product documentation: Gold Common Lisp 1.01 si 4.30, XLisp, Free Lisp, CLisp.
 4. Product documentation: Turbo Prolog 2.0, Logic Explorer, Sicstus Prolog, SWI Prolog.

9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

The course respects the IEEE and ACM Curricula Recommendations for Computer Science studies;

The course exists in the studying program of all major universities in Romania and abroad;

The content of the course ensures the fundamental knowledge necessary for logical and functional programming at employers;

The content of the course is concordant with partial competencies for possible occupations from the Grid 1 - RNCIS.

10. Evaluation

Activity type	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Percentage of final grade
10.4 Course	- know the basic principle of the domain; - apply the course concepts - problem solving	Written test in Logic and Functional Programming (during weeks 13 and 14)	60%
10.5 Seminar/laboratory	- activity at seminars	Evaluation of seminars activity	BONUS 5%
	- be able to implement course concepts and algorithms	Programs documentation and delivery	10%
	- apply techniques for different classes of programming languages	Practical test in Prolog (one hour at lab 4) Practical test in Lisp (one hour at lab 7)	15% 15%
10.6 Minimum standard of performance			
Each student has to prove that (s)he acquired an acceptable level of knowledge and understanding of the subject, that (s)he is capable of stating these knowledge in a coherent form, that (s)he has the ability to establish certain connections and to use the knowledge in solving different problems.			
In order to pass the course, the following minimal criteria apply collectively: at least grade 5 (from a scale of 1 to 10) at the written test; at least grade 5 (from a scale of 1 to 10) computed as final grade average, attendance of at least 5 seminars and at least 6 labs as scheduled during the semester. The semester activity cannot be redone in the sessions. All requirements for the resit exam are identical to the above			

11. Labels ODD (Sustainable Development Goals)²

Not applicable.

² Keep only the labels that, according to the [Procedure for applying ODD labels in the academic process](#), suit the discipline and delete the others, including the general one for Sustainable Development – if not applicable. If no label describes the discipline, delete them all and write „Not applicable.”.

Date:
10/04/2025

Signature of course coordinator
Prof. dr. Horia F. Pop

Signature of seminar coordinator
Prof. dr. Horia F. Pop

Date of approval:
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Signature of the head of department
Assoc.prof.phd. Adrian STERCA