1. Write a simple algorithm for finding the maximum of three numbers using pseudo code.

Algorithm FindMaximumOfThreeNumbers

```
Input: Three numbers a, b, c
```

Output: Maximum number among a, b, c

```
Begin

max = a

If b > max Then

max = b

End If

If c > max Then

max = c

End If

Return max

End
```

2. Compare and contrast two different programming languages, highlighting their strengths and weaknesses.

Python vs. Java

- 1. Syntax:
 - a. **Python**: Simple and readable; beginner-friendly but sensitive to indentation.
 - b. Java: Verbose but explicit; better for large, structured projects.
- 2. Performance:
 - a. Python: Slower due to interpretation and dynamic typing.

b. Java: Faster with compiled bytecode and JVM.

3. Applications:

- a. **Python**: Great for data science, machine learning, web development, and automation.
- b. **Java**: Ideal for enterprise applications, Android development, and backend systems.

4. Typing:

- a. Python: Dynamically typed; flexible but prone to runtime errors.
- b. Java: Statically typed; reduces errors and improves maintainability.

5. Ecosystem:

- a. **Python**: Extensive libraries for modern trends but less optimized for some specialized tasks.
- b. Java: Mature frameworks (e.g., Spring, Hibernate) for enterprise needs.

3. Explain the compilation process and how it differs from interpretation.

Compilation:

- 1. Process: Translates the entire source code into machine code before execution.
- 2. **Output**: Produces an executable file.
- 3. **Speed**: Faster execution since code is pre-compiled.
- 4. **Error Detection**: Errors are identified during compilation.

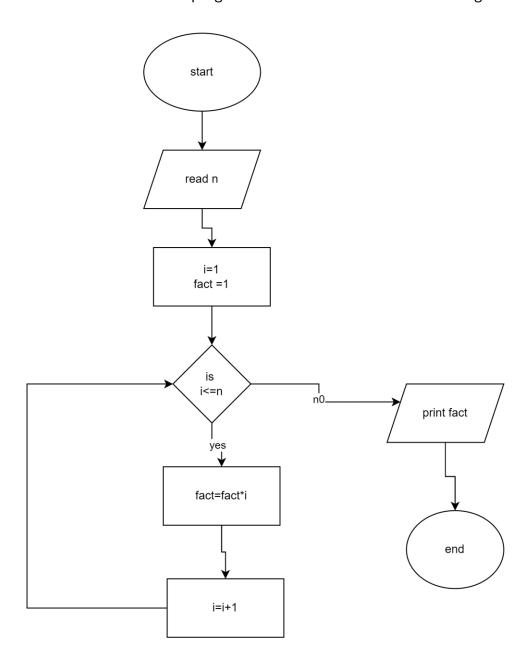
Examples: C, C++.

Interpretation:

- 1. **Process**: Translates and executes code line-by-line during runtime.
- 2. Output: No executable file; directly executed.
- 3. **Speed**: Slower due to real-time translation.
- 4. Error Detection: Errors occur during runtime.

Examples: Python, JavaScript.

4. Create a flowchart for a program that calculates the factorial of a given number.



5. Write a function in your preferred programming language to calculate the area of a rectangle.

def calculate_rectangle_area(length, width):
 return length * width

length = 5

width = 3

area = calculate_rectangle_area(length, width)

print(area)