

Some artificial intelligence companies in Egypt

Data Gear Bi	Data mining, Business Intelligence
El menus	Recommendation systems, NLP
Incorta	Robotics, computer vision
Itworx	Big Data
Rology	Computer Vision, Medical Image Processing, Machine Learning
Sadeem	IoT & Business Analytics
WideBot	Chatbots, NLP
360imaging	Computer Guided Surgery, Medical Imaging
Dataplusme	Data Analytics, Data Science, Big Data Analytics, Data visualization
MobiDev	AI apps

Types-of-errors-in-programming

1/ Syntax error :-

It occurs when writing language terms or not adhering to its rules.

2/ Logic Errors

It is the most difficult type of programming errors, Because it is recognized during the testing phase.

3/ Runtime Errors

Error that takes place while executing a program

4/ Arithmetic Errors

Is a type of logic error but involves mathematics.

5/ Interface Errors

Interface errors occur when there is a disconnect between how you meant your program to be used and how it is actually used.

Interpreter Language

An interpreted language is a kind of programming language that relies on another piece of software called an interpreter to run.

S.NO.	Compiled Language	Interpreted Language
1	Compiled language follows at least two levels to get from source code to execution.	Interpreted language follows one step to get from source code to execution.
2	A compiled language is converted into machine code so that the processor can execute it.	An interpreted language is a language in which the implementations execute instructions directly without earlier compiling a program into machine language.
4	The compiled programs run faster than interpreted programs.	The interpreted programs run slower than the compiled program.
5	In a compiled language, the code can be executed by the CPU.	In Interpreted languages, the program cannot be compiled, it is interpreted.
6	This language delivers better performance.	This language delivers slower performance.

Example about interpreted language.

Python, BASIC, JavaScript, Per

How to write clean code?

- 1/ use descriptive names.**
 - 2/ Use empty lines to create a readable code.**
 - 3/ Do not send more than three parameters into a function.**
 - 4/ Remember the functions must do only one thing.**
 - 5/ Functions must be small.**
 - 6/ Reduce the number of characters in a line.**
 - 7/ Avoid using comments.**
 - 8/ Learn Design Patterns.**
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