

**DATE : 12/07/2022**

Que 1. In Which Sequence linker, loader and editor is used?

**ANS :-**

Sequence:

1:- Editor

2:- Linker

3:- Loader

A editor is used to write the code(program).

A linker tool is used to link all the parts of the program together for execution (executable machine code).

A loader loads all of them into memory and then the program is executed.

Que 2. What is tangible and non tangible things in computer?

**ANS :-**

**Tangible** devices are the hardware components of a computer system.

Example: input/output devices, cpu, etc.

**Non tangible** devices are the software that lets the user interact with the hardware and command it to perform specific tasks.

Example: data, files, and programs.

**Operating system** is a non tangible because it is a software and not any physical or hardware thing.

Although operating system is an integral part of the computers, because the computers can't run without the system.

Que 3. When linkage error occurs?

**ANS :-**

LinkageError occur when a class has some dependency on another class, however the latter class has incompatibly changed after the compilation of the former class.

Or

LinkageError is what you'll get in a classic case where you have a class loaded by more than one classloader and those classes are being used together in the same code

Que 4. Debugger?

**ANS :-** Debugger is powerful tool that execute the program in a control manner. Using debugger we can see the inner working of code and find bugs and can better understand the code line by line. If we are not getting the desired output we can debug the program and find where thing goes wrong and can solve that bug.

Breakpoint :

It stops execution of code in debug mode so we can analys it.

We can also set the condition on the breakpoint. So when the condition is met the execution will stop at that break point.

We can also stop, resume pause, and rerun the debugging.

Using debugger we can change the behaviour of our code without changing the actual code.