

WELCOME





Introduction to Programming Language Examples Code Flow Types of Programming Languages Characteristics Terminologies Advantages & Disadvantages





INTRODUCTION TO PROGRAMMING LANGUAGE

- Programming Language: Set of instructions and syntax to perform specific task
- Purpose: Specify instructions for computers to perform tasks.
- Variety: Many different languages exist, each with unique syntax, structure and command
- Choice of Language: Depends upon project requirements, platforms, audience and desired outcomes

















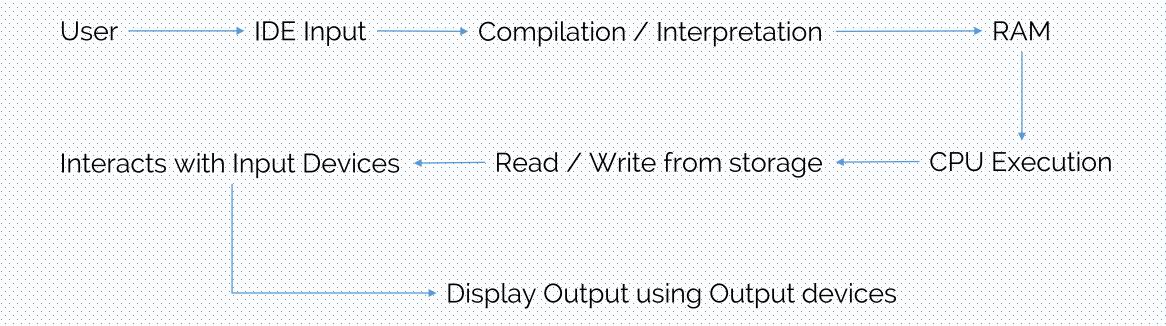








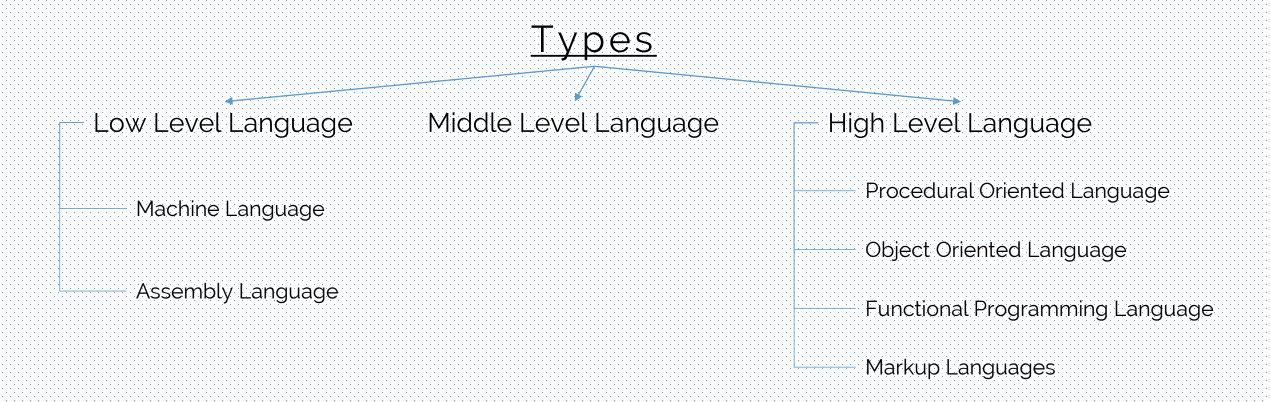








TYPES OF PROGRAMMING LANGUAGES





Machine Languages

- Machine Dependent (hardware specific)
- Consists of binary codes (os and 1s)
- Runs directly by processor (hence very fast)

Assembly Language (ASL)

- Set of instructions in symbolic and human understandable form
- Uses assembler to convert ASL code to Machine Code



Procedural Oriented Programming Language (POP)

- Follow a sequence of commands or instructions to achieve the desired output.
- C, FORTRAN, Pascal

Object Oriented Programming Language (OOP)

- Programs are divided into small objects called objects
- Objects contains data (field) and code (procedures)
- Java, C, C++, Python





Functional Programming Language

- Treat computation as evaluation of mathematical functions.
- Focuses on "what to solve" instead of "how to solve"
- Haskell, Lisp, Erlang

Markup Language

- Not programming language in traditional sense
- Included in programming language due to their role in web development and document formatting
- HTML, XML





CHARACTERISTICS

- **Syntax**: The set of rules that define how programs in a language must be written.
- **Semantics**: The meaning of the instructions written in a language.
- **Abstraction**: The ability to simplify complex systems and manage them at a high level.
- Efficiency: The performance and speed of programs written in a language.
- Readability: How easy it is to understand the code written in a language.
- **Portability**: The ability of code to run on different types of systems without modification.
- **Expressiveness**: The ease with which a language can express complex operations.
- Maintainability: How easy it is to update and modify code written in a language.
- **Safety**: The ability of a language to prevent or minimize errors.
- Interoperability: The ability to interact and integrate with code written in other languages.



TERMINOLOGIES

- Variable: A named space in the memory that stores values.
- Data Type: What kind of data a variable can hold (Array, String, Integer, Boolean).
- Function: A block of code designed to perform a specific task.
- Loop: A sequence of instructions that is continually repeated until a certain condition is met.
- Syntax: The set of rules that defines how programs in a language must be written.
- Compiler: A program that translates code from a high-level programming language to a lower-level language to create an executable program.
- Debugging: The process of finding and resolving defects or problems within a computer program.
- Algorithm: A step-by-step procedure for solving a problem or accomplishing a task.
- Statement: A single line that perform specific operation.
- Operators: Symbol that performs operations: +,-,*,/ etc.
- Comment: Ignored by computer, but valuable for humans.



Advantages

- Expressiveness: Perform complex task in relatively few steps.
- Ease Of Use: Easy to learn and use
- Portability: code can be easily converted to machine code for variety of different platforms.
- **Debugging Tools**: Help coders to find and fix errors.

Disadvantages

- Learning Curve: Challenging to Learn at first
- Compatibility: Not all programming languages are compatible with all systems.
- Performance: HLL are slower than LLL





Interpreter Vs Compiler Vs Assembler Python 2 Vs Python 3

Pypl

Pip

venv

Libraries, Frameworks, Tools

