№27
1. A programming language is a strict set of instructions that transforms input data into output data according to a given algorithm in a finite time.
2. The first generation programming language was a set of binary instructions for the processor. It was difficult to find errors in it and difficult to read.
3. The second generation was in the 1950s. Assembly language was used for this. It translated commands into machine code, after which it could be used to solve mathematical problems.
4. Imperative high-level languages.
5. Early versions of the language however did not contain the facilities to write well-structured programs that were easy to maintain and debug, although the language has since developed.
6. C, Pascal, Basic, Assembler, C++, …
7. Low-level programming languages are languages with which it is possible to "directly" access the hardware functionality of a computer.
8. High-level languages are so called because they are independent of the architecture of any particular computer; one statement written in a high-level language is translated into several machine code instructions before it can be executed.
9. Programs written in these languages consist of a number of instructions which the computer follows in a particular programmer-defined sequence.
10. The assembler hardware directly communicates with a particular device.

№28.
1. B
2. B
3. C
4. A
5. C

№30
1. Personally, I studied these languages: Python, C, C++, C#. Python is the easiest to learn.
2. Personally, I most often use languages of the C family. For labs I use C and C++. For my coursework, I used C#.
3. I think in a technical sense, a language is a way of communicating with a computer. And in non-technical terms, it is a way of communication between people.
4. I think that C++ language is characterized by its interaction with memory and its speed.
5. I think this question cannot be answered unequivocally, because there are tasks whose solution is obvious, but it happens the other way around, when it takes weeks to solve one task.
6. In my opinion, the basic principles of programming are as follows: write a clear specification for the code, write a simple and understandable code.
7. I think, first of all, you need to analyze the requirements and find the best way to solve the problem, and then just write the code.
8. as far as I know, machine code is a system of instructions for a particular computer
9. I think analyzing requirements and finding solutions takes much more time than writing code itself.
10. In my opinion, to debug a program, you first need to localize the problem, that is, find the causes of the error, and then eliminate them.
11. I want to believe that I will have a good high-paying job.
12. I know other programmers, I'm still studying to be a programmer. All my classmates are programmers.
13. The question is most likely from 2007. In my opinion, then programmers were associated with people who never leave the house and do not communicate with anyone. Now everyone dreams of becoming a programmer, because they earn a lot of money and finally it's cool.