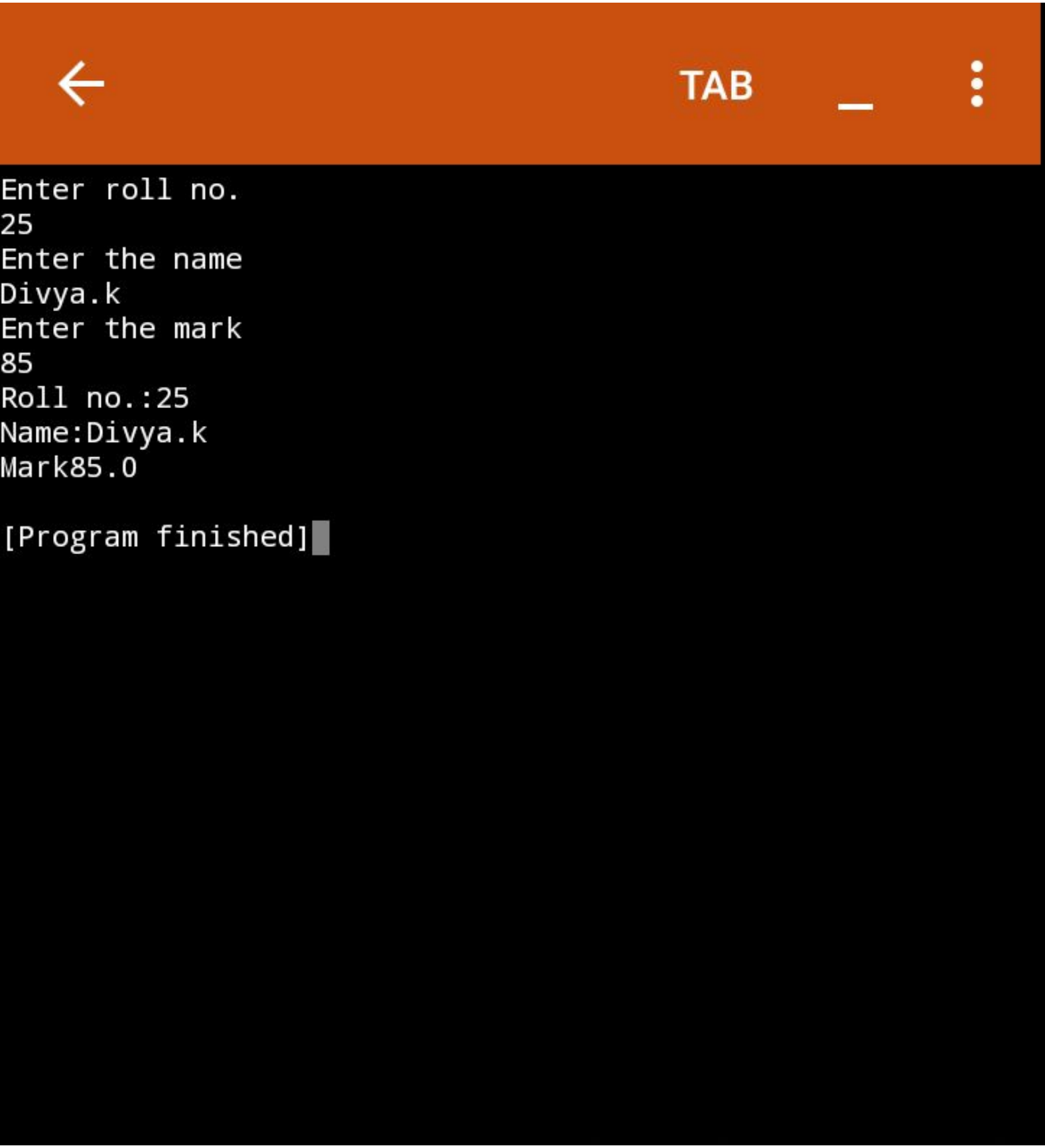
```java
// Day 1 assignment 1

// Interpreter
// Interpreter translates just one statement of the program at a time into machine code.
// An interpreter takes very less time to analyze the source code. However, the overall time to execute the process is much slower.
// An interpreter does not generate an intermediary code. Hence, an interpreter is highly efficient in terms of its memory.
// Keeps translating the program continuously till the first error is confronted. If any error is spotted, it stops working and hence debugging becomes easy.
// Interpreters are used by programming languages like Ruby and Python for example.

// Compiler
// Compiler scans the entire program and translates the whole of it into machine code at once.
// A compiler takes a lot of time to analyze the source code. However, the overall time taken to execute the process is much faster.
// A compiler always generates an intermediary object code. It will need further linking. Hence more memory is needed.
// A compiler generates the error message only after it scans the complete program and hence debugging is relatively harder while working with a compiler.
// Compliers are used by programming languages like C and C++ for example.

/**
 * Day1
 */
import java.util.*;
class Day1 {
    public static void main(String[] args) {
        int roll;
        String name;
        float mark;

        Scanner sc = new Scanner(System.in);
        System.out.println("Enter roll no.");
        roll = sc.nextInt();
        sc.nextLine();
        System.out.println("Enter the name");
        name = sc.nextLine();
        System.out.println("Enter the mark");
        mark = sc.nextFloat();
        System.out.println("Roll no.:" + roll + "\nName:" + name + "\nMark" + mark);

    }
}
```


TAB
Enter roll no.
25
Enter the name
Divya.k
Enter the mark
85
Roll no.:25
Name:Divya.k
Mark85.0
[Program finished]