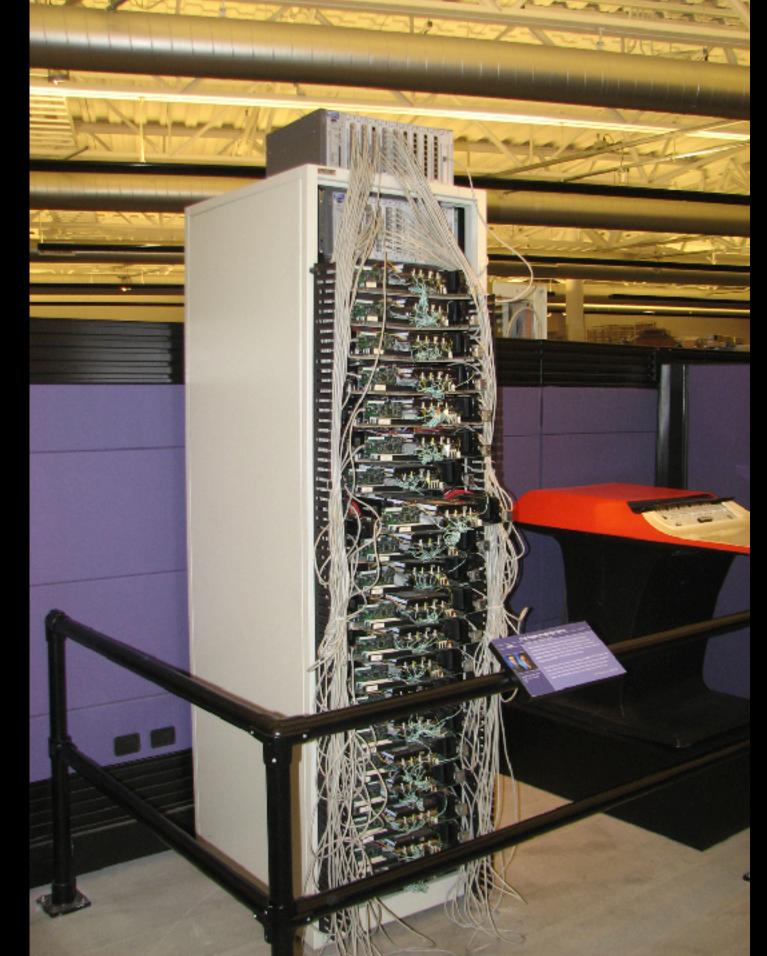
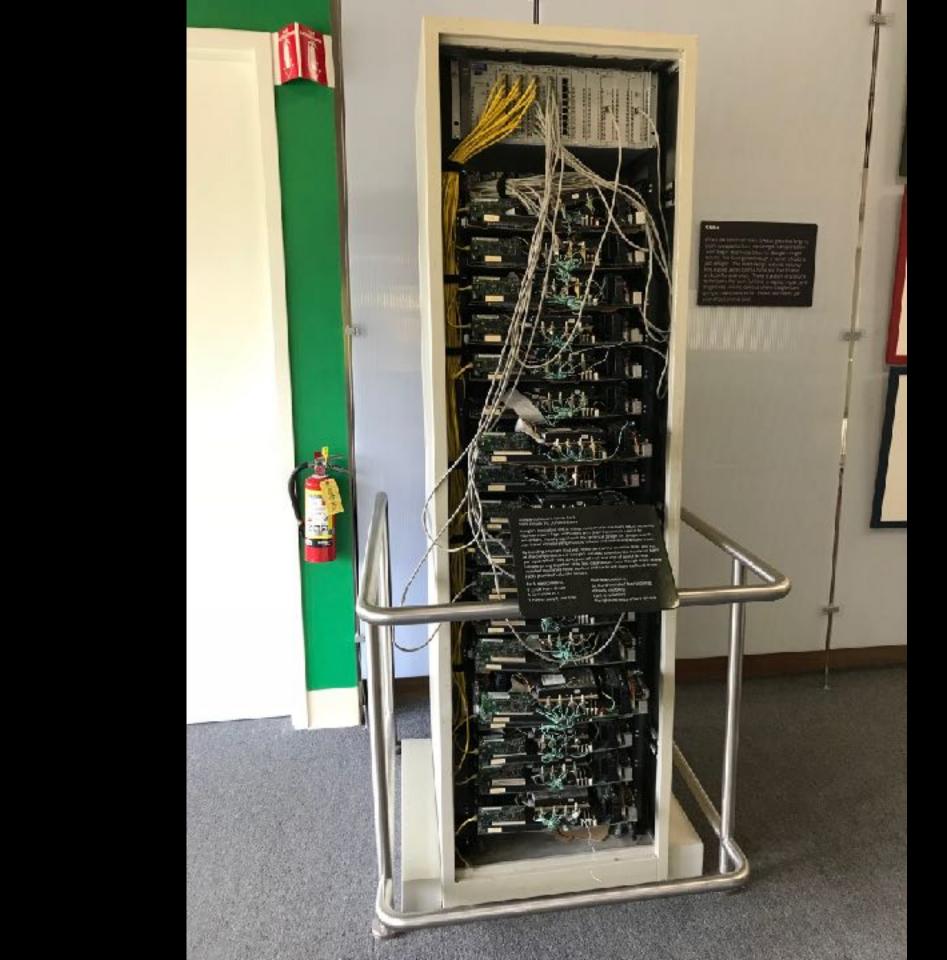
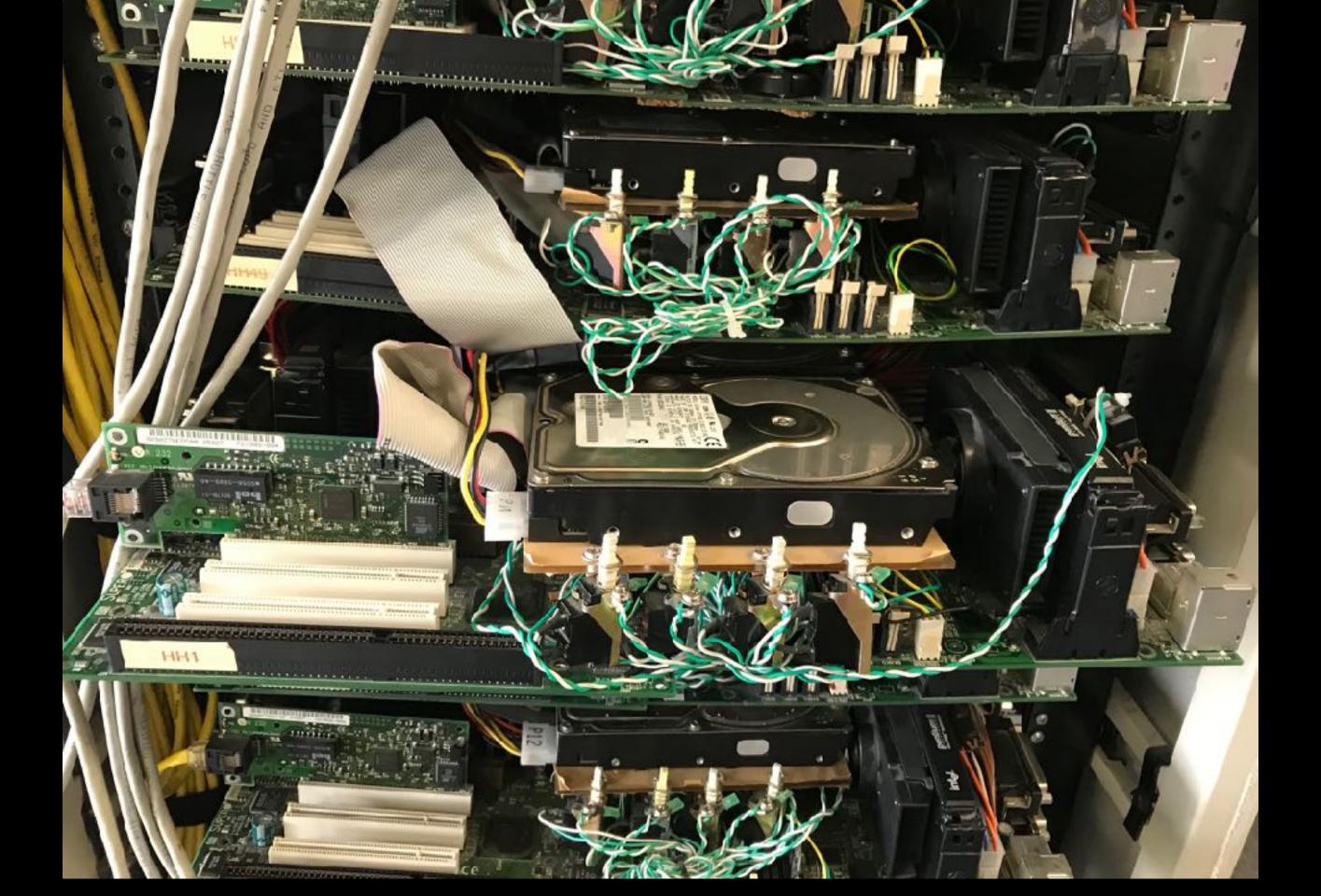


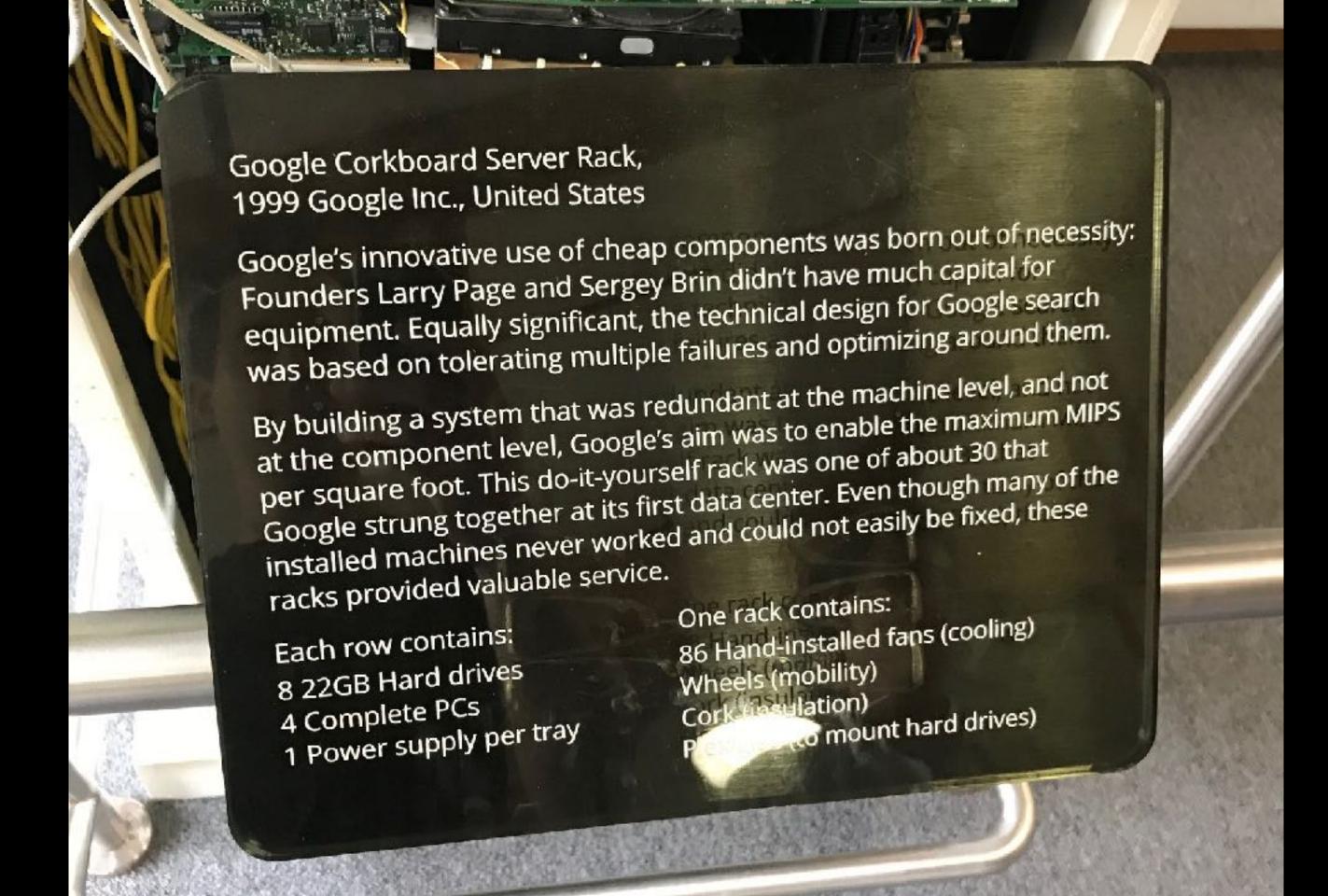
## CS50

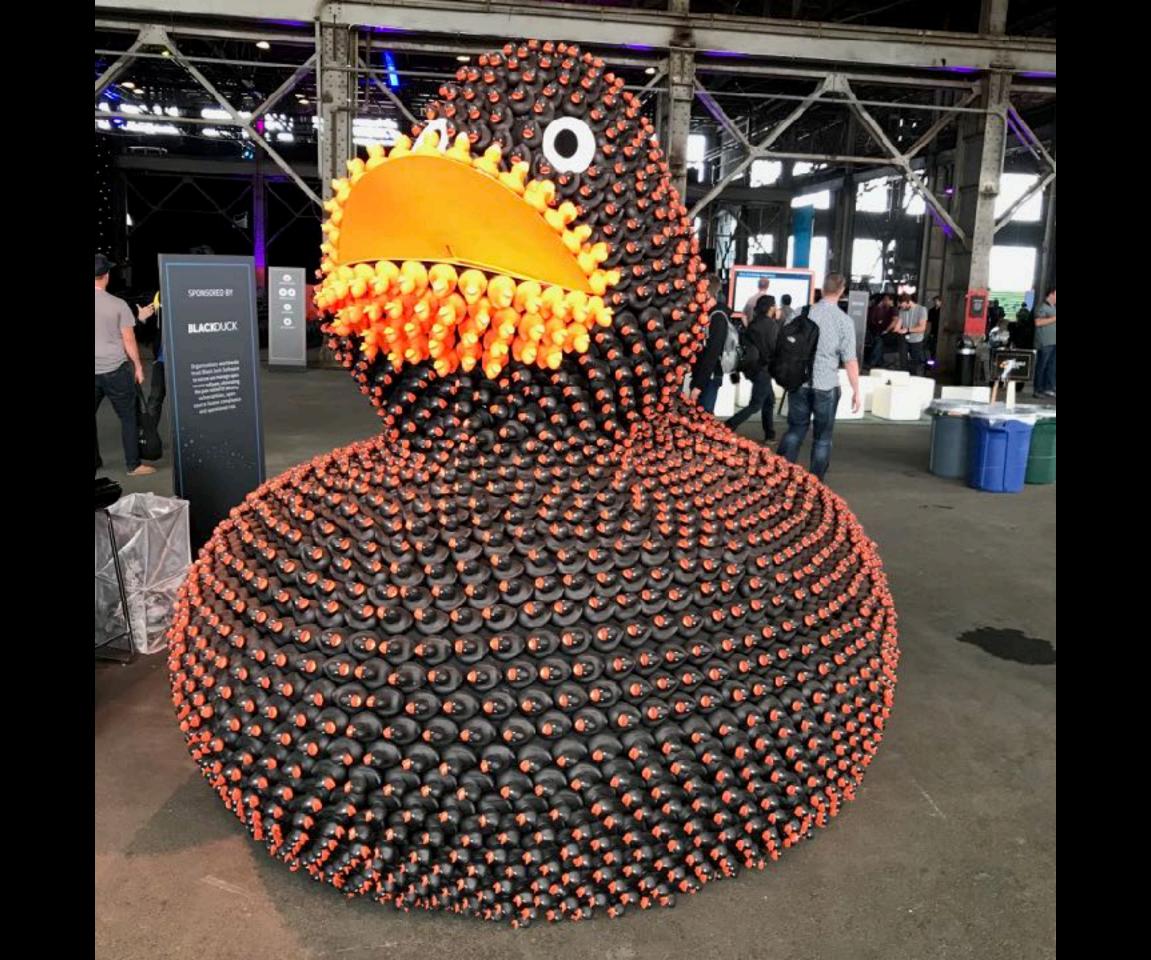




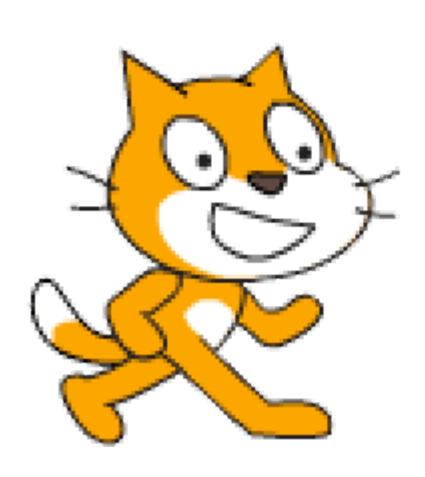


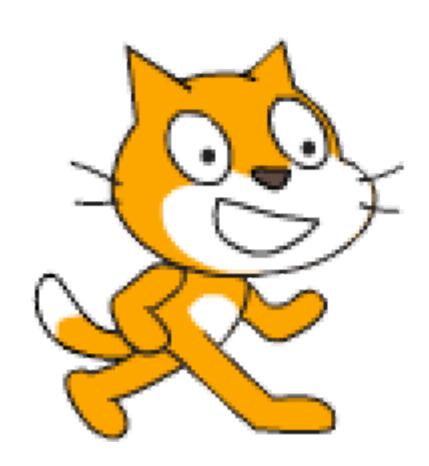


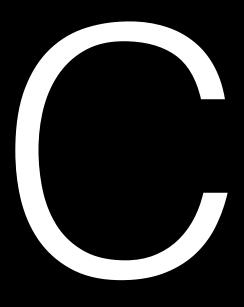


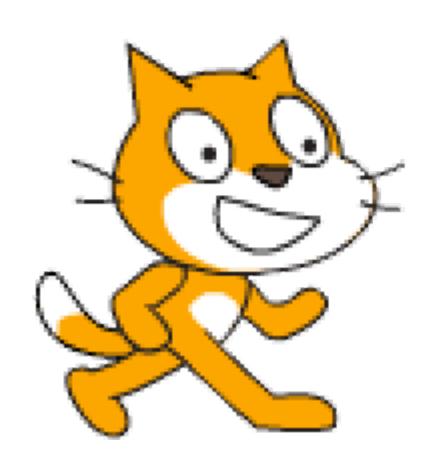












# Python

```
say hello, world
```

```
printf("hello, world\n");
```

say hello, world

```
print("hello, world")
```

```
when clicked
say hello, world
```

```
#include <stdio.h>
int main(void)
{
    printf("hello, world\n");
}
```



```
def main():
    print("hello, world")

if __name__ == "__main__"
    main()
```



```
def main():
    print("hello, world")

if __name__ == "__main__":
    main()
```



```
def main():
    print("hello, world")

if __name__ == "__main__":
    main()
```



```
def main():
    print("hello, world")

if __name__ == "__main__"
    main()
```

```
when clicked
say hello, world
```



```
forever

Say hello, world
```

```
while (true)
{
    printf("hello, world\n");
}
```

```
forever

say hello, world
```

```
while True:
    print("hello, world")
```

```
forever

say hello, world
```

```
while True:
    print("hello, world")
```



```
repeat 50

say hello, world
```

```
for (int i = 0; i < 50; i++)
{
    printf("hello, world\n");
}</pre>
```

```
repeat 50
say hello, world
```

```
for i in range(50):
    print("hello, world")
```

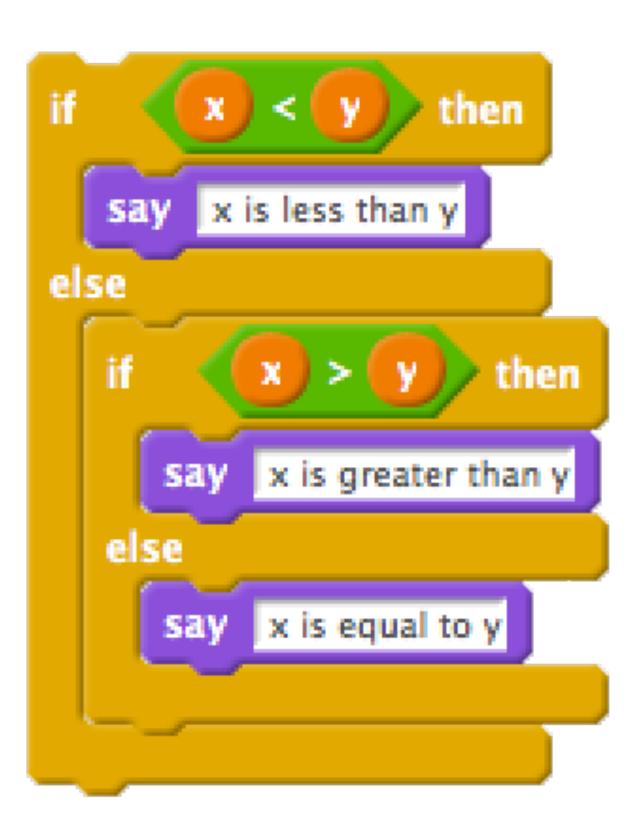
```
repeat 50
say hello, world
```

```
for i in range(50):
    print("hello, world")
```

```
repeat 50

say hello, world
```

```
for i in range(50):
    print("hello, world")
```



```
then
         x is less than y
else
                           then
             x is greater than y
   else
             x is equal to y
```

```
if (x < y)
    printf("x is less than y\n");
else if (x > y)
    printf("x is greater than y\n");
else
    printf("x is equal to y\n");
```

```
then
         x is less than y
   say
else
                          then
             x is greater than y
   else
             x is equal to y
```

```
if x < y:
    print("x is less than y")
elif x > y:
    print("x is greater than y")
else:
    print("x is equal to y")
```

```
then
         x is less than y
   say
else
                          then
             x is greater than y
   else
             x is equal to y
```

```
if x < y:
    print("x is less than y")
elif x > y:
    print("x is greater than y")
else:
    print("x is equal to y")
```



compiler



machine code

```
#include <stdio.h>
int main(void)
    printf("hello, world\n");
```

clang hello.c

01001100 01000110 00000010 00000001 

./a.out



```
def main():
    print("hello, world")
```

python hello.py





compiler



byte code



```
0 LOAD_GLOBAL 0 (print)
3 LOAD_CONST 1 ('hello, world')
6 CALL_FUNCTION 1 (1 positional, 0 keyword pair)
9 POP_TOP
10 LOAD_CONST 0 (None)
13 RETURN_VALUE
```



bool

float

int

str

```
get_char
get_float
get_int
get_string
```

• • •

complex

dict

list

range

set

tuple



## CS50

