

○ Section T

* Languages are either server side or client side

server side used to develop applications. They are executed on the server, with the help of installed interpreters.

examples are

○ Active Server pages (ASP)
PARSER Hypertext preprocessor (PHP)

* client side languages are interpreted at run time. Instructions can be executed without a compiler

A client side language is specific for website programming.

○ Examples are JavaScript
VBScript

* Concepts

* Variable

* Array

* Function

* interpreter

* compiler

* Include

* Print

* Echo

* Statement

Variable: a variable is used to store information in memory. Variables are created using the equals sign (=). Variables are used for simple and complex applications, and are case-sensitive in many languages.

ARRAY: an array is a collection of variables stored in a series. Arrays are used to store multiple values, whereas an array stores only single values.

Function: This is a sequence of code that enables you to refer to an entire series of steps and commands. Functions are used to arrange code into discrete sections.

Interpreters: An Interpreter is used to read and process code in standard text files.

Interpreters are either available on the server or downloaded on the client computer.

The web programming languages that use an interpreter are PHP, PERL and ASP.

Compiler This is used to change code in standard text files into executable applications.

Include

This allows you to use a collection of files, called a library, that can be used in your code. Libraries are used in code to avoid recreation of code that has already been written.

Print

This is a command that prints the output of an application to a desired destination. Print is part of the Input/output library of the programming language. This library is used to either enter or present information.

Echo

This is a command that repeats the typed input back to an application window. It can also be used in an application to enable the input to be processed or forwarded.

Statement

This is a logical construct that enables you to control the way information flows in the application.

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The programming statements required to process information

- If then
- If then else
- Do - while
- Do - until
- Break

* The If/then statement executes a process only if a condition is true. If the condition is false, the process is not executed.
This statement allows only one condition to occur.

This is also known as a conditional statement.

* The If/Then/Else statement is similar to the If/then statement, but it executes a group of additional commands if the condition is false.

* The do while statement runs a specific process while a specific condition is true.

This statement ensures that an action takes place everytime a condition is true.
The do while loop is also known as a repeat until statement.

* The do-until statement is similar to the do-while command, except that it executes the specified subprocess until a specified number of events has taken place.

The Break command allows an application to end an infinite loop, in the event of a problem.