From Basics to Bytecode: A Guide to Computers and Programming

Set Lonnert & ChatGPT 4.o from OpenAl^a

^ahttps://openai.com/

Contents

In	trodu	ction		i	
1	Fou	Foundations			
	1.1	Simple	data types	1	
		1.1.1		2	
		1.1.2		3	
		1.1.3	O.	3	
		1.1.4		4	
		1.1.5	<u> </u>	4	
		1.1.6		5	
	1.2	Variab	•	6	
		1.2.1	Assignment	6	
		1.2.2	Mutable and immutable variables	8	
		1.2.3	Summary	0	
	1.3	Contro	ol structures	1	
		1.3.1	Conventional control structures	2	
		1.3.2	Control structures in computers	5	
		1.3.3	Summary	6	
	1.4	Function		7	
		1.4.1	Calling functions	8	
		1.4.2	Summary	1	
	1.5	Practio	ce	2	
2	Understanding VMs 25				
	2.1	Simple	· VMs	5	
		2.1.1	The stack	6	
		2.1.2	Interpreter technique	7	
		2.1.3	VM1 implementation	7	
		2.1.4	REGVM implementation	8	
		2.1.5	Portability	2	
		2.1.6	Summary	2	
	2.2	VM2 ii	mplementation	4	
		2.2.1	Comparisons	6	
		2.2.2	Error handling	8	