PROGRAMMING LANGUAGE

A **programming language** is a system of notation for writing [computer programs](https://en.wikipedia.org/wiki/Computer_program).[[1]](https://en.wikipedia.org/wiki/Programming_language#cite_note-Aaby_2004-1) Most programming languages are text-based [formal languages](https://en.wikipedia.org/wiki/Formal_language), but they may also be [graphical](https://en.wikipedia.org/wiki/Visual_programming_language). They are a kind of [computer language](https://en.wikipedia.org/wiki/Computer_language).

SCRIPTING LANGUAGE

A **scripting language** or **script language** is a [programming language](https://en.wikipedia.org/wiki/Programming_language) that is used to manipulate, customize, and automate the facilities of an existing system.[[1]](https://en.wikipedia.org/wiki/Scripting_language#cite_note-ecma262-1) Scripting languages are usually [interpreted](https://en.wikipedia.org/wiki/Interpreter_(computing)) at [runtime](https://en.wikipedia.org/wiki/Runtime_(program_lifecycle_phase)) rather than [compiled](https://en.wikipedia.org/wiki/Compiler).

MARKUP LANGUAGE

A **markup language** is a set of rules governing what markup information may be included in a document and how it is combined with the content of the document in a way to facilitate use by humans and computer programs.