

Exercise 2: Vocabulary and terminology

- 1) A class is like a blueprint or a template for creating objects, an interface is a blueprint or template for creating classes, but they use abstract methods. An instance belongs to a class, it is an object of certain class.
- 2) Compiled languages are converted from human readable code to machine processing code directly, without the need of a “translator”. They need to be built every time you run the code. Interpreted languages need a “translator”, an interpreter, to read the code line by line, executing each command this way.
- 3) 3NF to reduce data duplication being that there is data from previous years that could be duplicated easily.