	#2 Introduction to pargoumming.
	Date
	2 Aug. 2021.
	TYPES of languages.
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	to the children of the miles
	Procedural Functional object oriente
	at to made they could be done to the control of the
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gral	- specifies a series of Well-structured steps &
	procedures to compose a program.
	- contains a systematic order of statements, functions
3	and commands to complete a task.
	us kasta ap asvip talaise tud
*	Functional: . smileure
	- Waiting a program only in a pure functions i.e.
	never modify variables, but only create new ones
	as an output. Management of Management
	- Used in situations where we have to perform lots
	of different operations on the same set of data,
	like ML.
	- First class functions 9
	वर्णसम्बद्धः
*	Object Oriented
	- Revolves around objects.
	Code + Data = Object.
	- Devoloped to make it easier to devolop, debug,
	reuse and maintain software.
	253 (a) 2 Staniable
	Static Vs. Dynamic. Languages.
	of All objects are in the heap memory.
	Static Dynamic.
-	Perform type checking at Compile
	deid on showing toudants on deed

	Date Page
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THE RESERVE OF THE PARTY OF THE	
	Static Static Dynamic.
. Perform	type checking at Perform type checking at
la lineiro	type checking at Perform type checking at Compile lime. runtime.
- Errors	will show at - From will show at
· _ Colors	will show at - From will show at surlime. Suntime.
	e datatype before - Declare / No need to declare
. You	use it. datatype of Mariables.
and don's	Homestate to rabbo itematata a sociation
- More	Control Savei code in writing code
	but might given an essor at
	= delibrot a de plas consequent a particon -
1-19110	1 to stand to the second that we have
1	reported in Frogramming languages
. total	Frample: - (a) = (o)
) Object and
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	1 by house the last
	stack fide beneate Two
	heap. Memories
- Che	
	nel in the second secon
	ref vaniable. Object:
	Static Vs Dymannic: Languages.
*	All objects are in the heap memory.
*	sef variable goe III Stack.
ing	Ref. Variables is pointing towards an object.
(imp)	i Object.
	Scanned with CamScan

