5) High level languages:- It uses english and mathematical Symbols like +, -, /, * and many others in it's instructions, when using the term programming languages. most people are highly referring to high level languages like C++, C, Java, Pythonet.

2. ⇒ A compiler is a programm that translates a program written in high level language to the machine language of a computer

The high level programme is refered to as a source code.
The compiler is used translate source code into machine code or compiled code. This does not use any of the input data

When the compiled code is executed refered to as "running a code", the programme processes the input data to produce the desired output.

A interpreter is a computer programme that directy execute instructions written in progr language, without requireg them t previously compiled into a machine level programme.

Assigment - 1

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Q.1

→ 1) There are basically 2 types of languages wise low level languages and high level languages.

2) There are 2 types of low level languages wise, machine language and Assembly language.

3) Machine language, is the only language which is directly understood by the compute and it does not need to be translate All notations are written in binary format as 0s and 1s like

0 1 1 0 1 0 0 1 0 0 1 1 0 1 0 1 1 1 0 1 0.

4) Assembly langguage:- it is the first step to improve the program langguage, it consists of a set of symbols and letters. A translator is required to translat the assembly langguage to machin langguage called as assembl

3) →

The programme:-

```
1  #include <iostream>
2  #include <stdio.h>
3  int main()
4  {
5      printf("Hello world");
6  }
7) return(0);
```

Explaination:-

1) The first 2 lines are the header files used to define the words and functions used in the entire program.

2) int main is where our main program starts, this is our function.

3) printf is a keyword used to print the sentence written in inverted commas.

4) return(0) is written to check whether the programme has been executed successfully.

10)

do-while:-

The do-while is an exit-controlled loop. Based on a condition, the control is transfered back to a particular point in the program

```
do
{
    action 1;
}
while ( condition is true).
```

While:-

This is a loop structure, but it is entry-controlled loop.

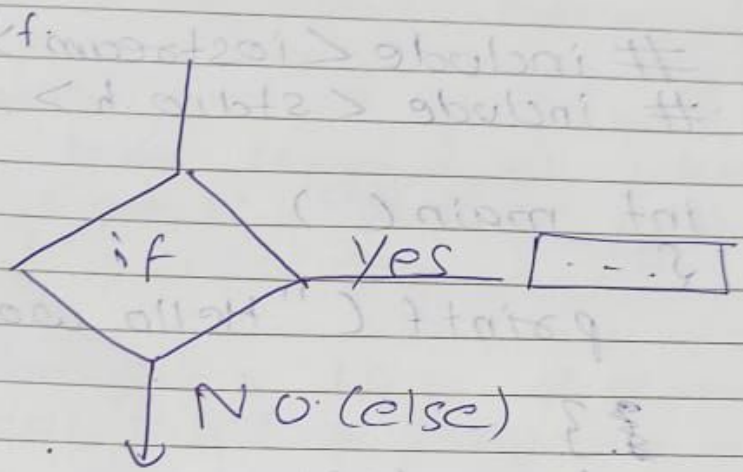
```
while (condition is true)
{
    action 1;
}
    action 2;
```

for:-

for is an entry controlled loop and is used when action is to be repeated for a predetermined number of times.

B)

→ Flowchart for if else statement.



This is the basic flowchart type of a if--else statement.

The kite in between contains the if statement which has the condition in it.

The condition in kite is executed if it's true and the else statement is executed if the condition is false.

false.

Syntax:-

```
for (initial value; test; increment)
{
    action 1;
}
    action 2;
```