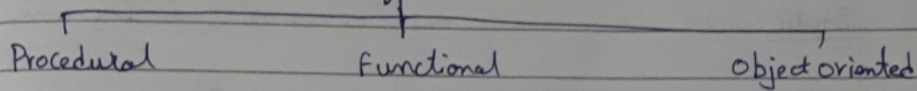


①

## Introduction to programming

### Types of languages



#### Procedural :-

- Specifies a series of well-structured steps and procedures to compass a program
- Contains a systematic order of statements, functions and commands to complete a task

#### Functional :-

- Writing a program only in pure functions i.e never modify variables, but only create new ones as an output
- Used in situations where we have to perform lots of different operations on the same set of data, like ML

#### Object oriented

- Revolves around objects
- code + data = object
- developed to make it easier to develop, debug, reuse & maintain software

Static vs dynamic languagesStatic

→ Perform type checking at compile time

→ Errors will show at compile time

→ Declare datatype before you use it

→ More control

Eg:- `int a=10`  
`a = "Preetham"` } Throws an error at compile time

Since, static languages does type checking at compile time

Dynamic

→ Perform type checking at runtime

→ Error might not show till program is run

→ No need to declare data types of variables

→ Saves time in writing code but might give error at runtime

Eg:- `a = 10`  
`a = "Preetham"` } doesn't throw an error

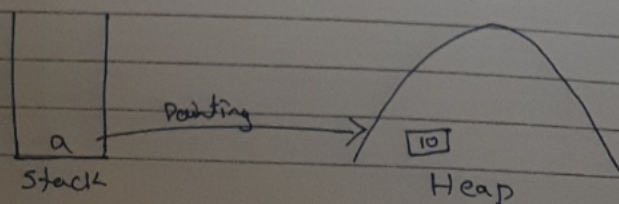
Since, dynamic languages doesn't care about types of variable at compile time

Memory management :-

`a = 10`  
 ↙ ↘  
 Reference Variable      object

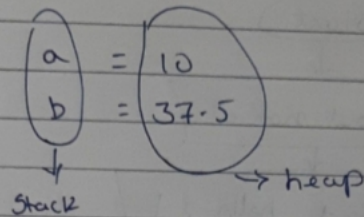
Types of memory :-

- 1) Stack memory
- 2) Heap memory





→ Variables (or) function calls are stored in stack memory & the object is stored in the heap memory & Variable will be pointing towards the Object as shown in the picture above

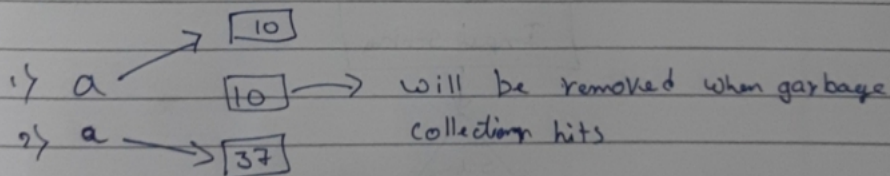


→ Object with no reference Variable will be removed from the heap memory when garbage collection hits

Eg:-

1) `int a = 10`

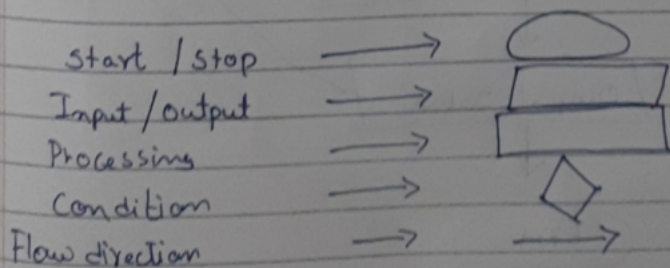
2) `a = 37`



②

## Flow of program

Flow charts :-



→ Flow charts are used to Visualize our thought process of any algorithm

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