

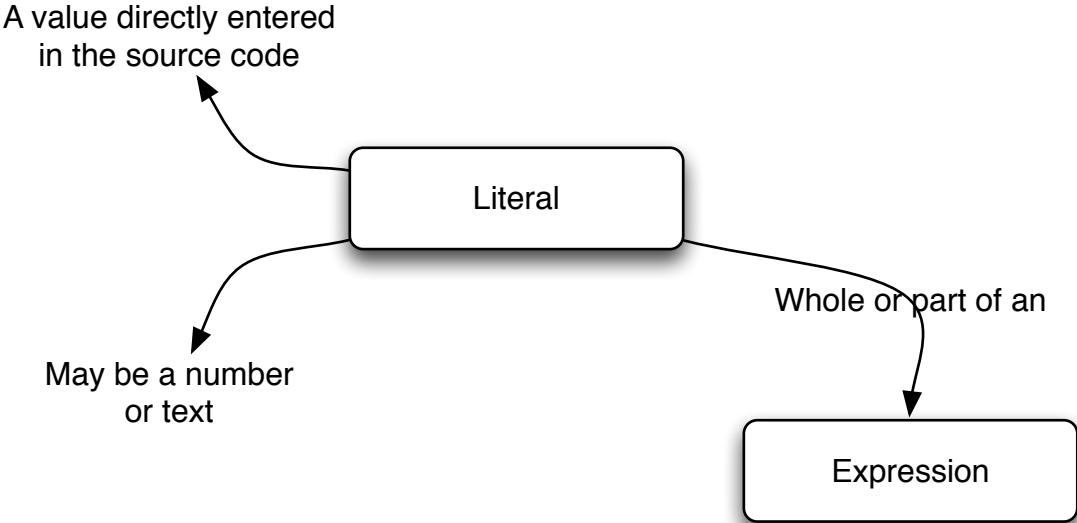
A value directly entered
in the source code

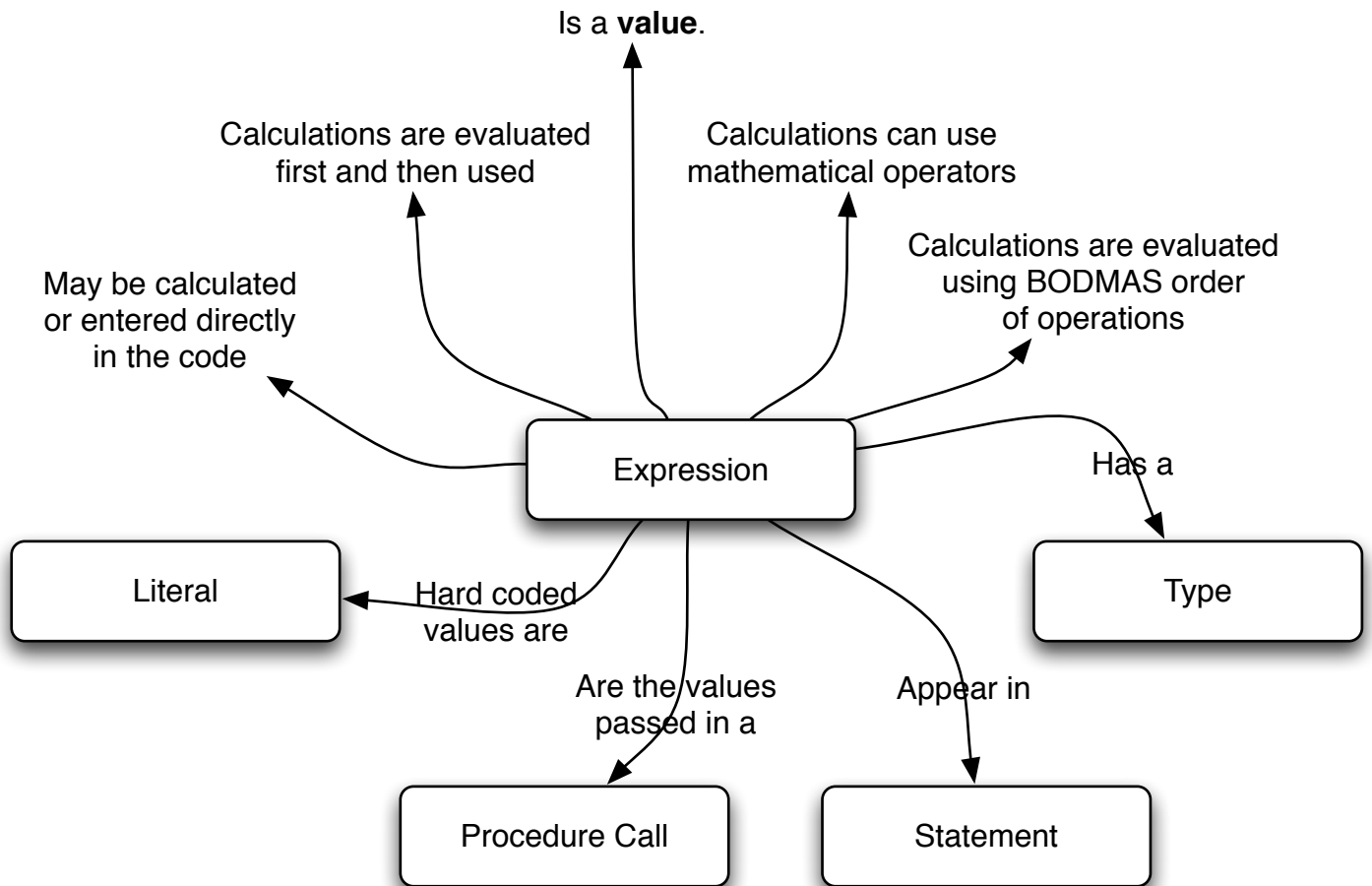
Literal

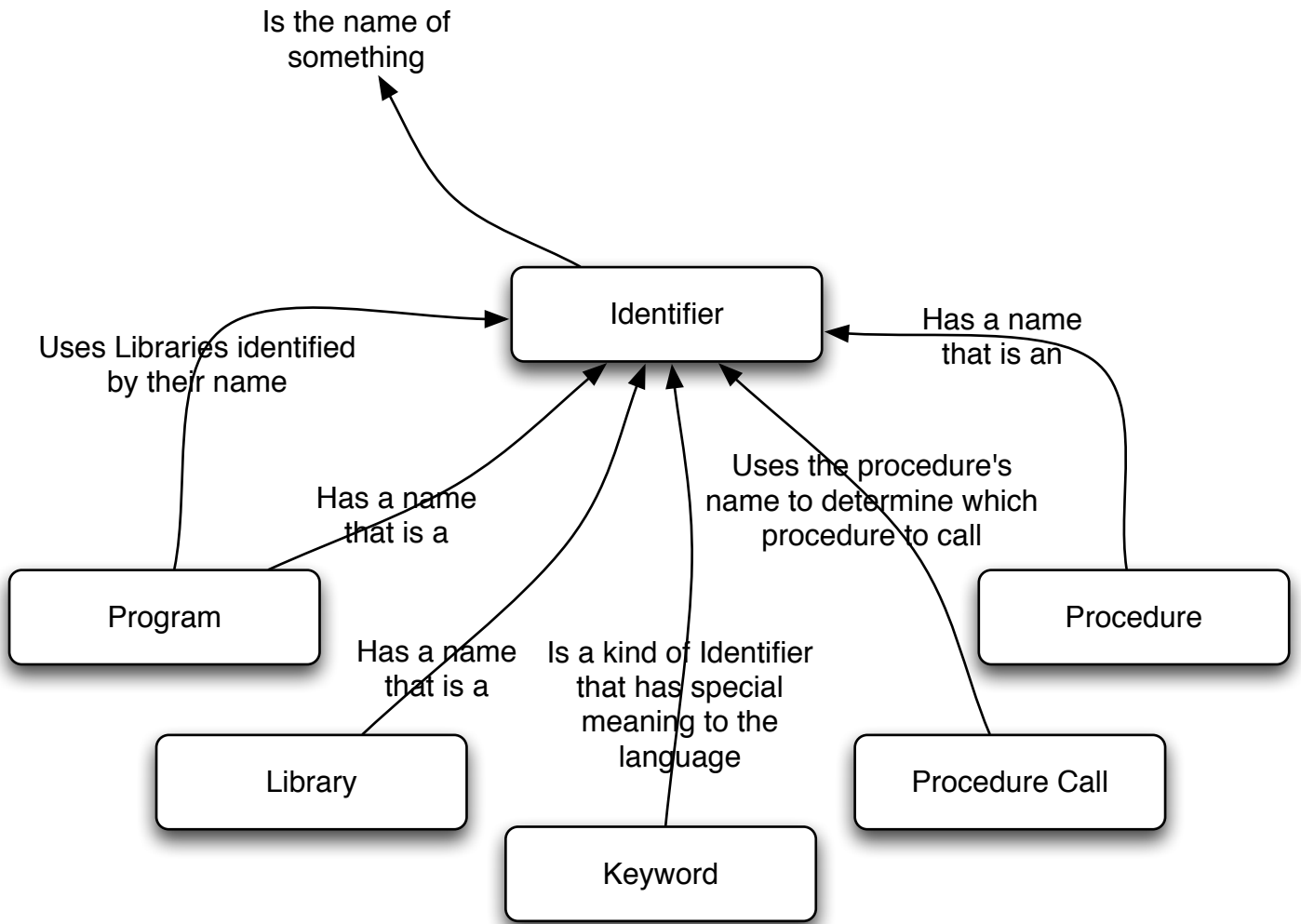
May be a number
or text

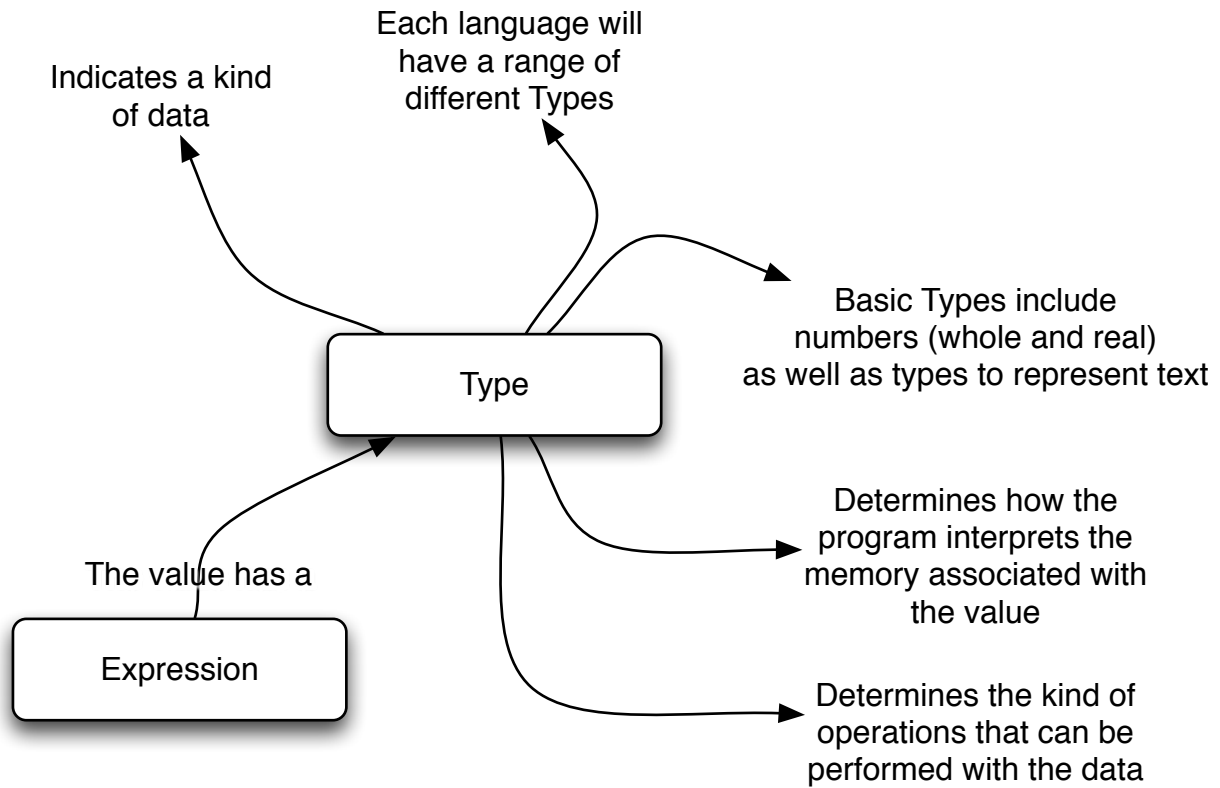
Whole or part of an

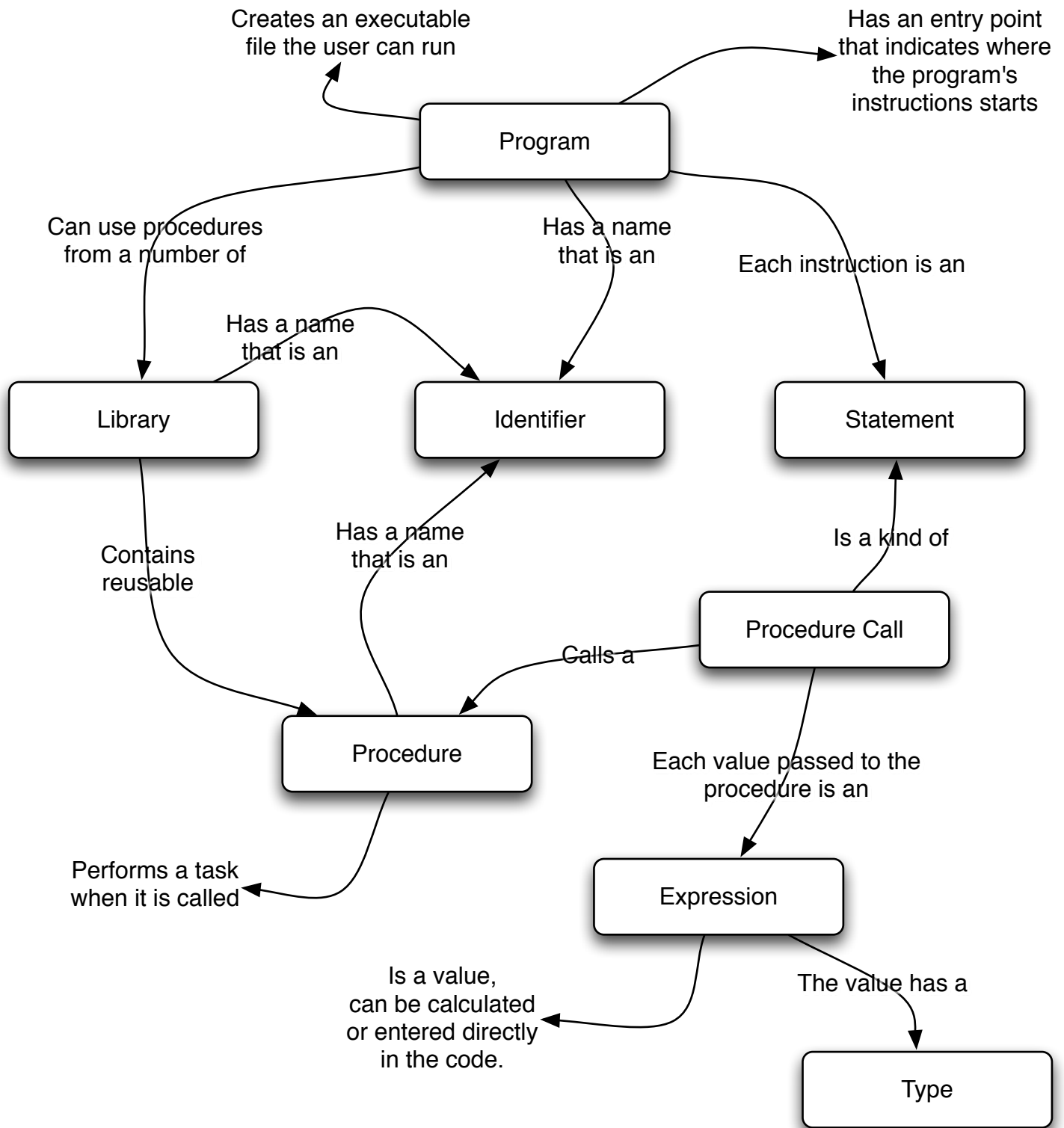
Expression



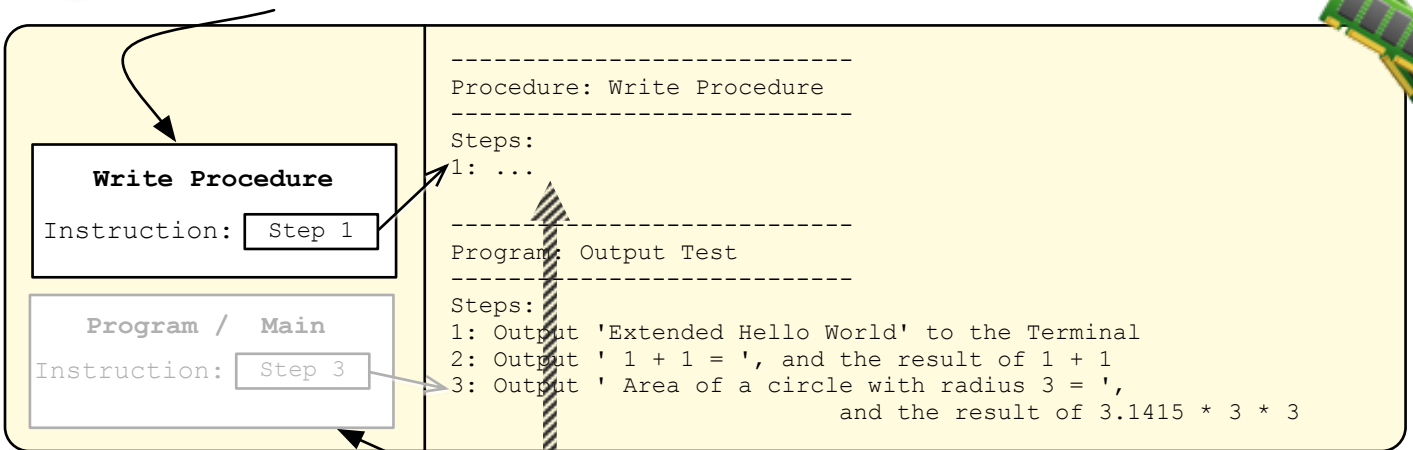








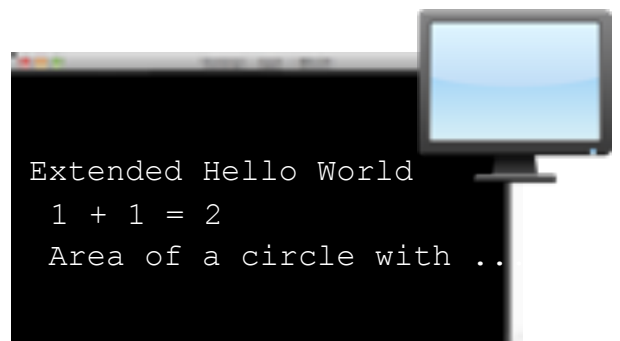
- 1 The Write Procedure is run a third time.
This time it is passed 'Area of a circle with radius 3'
and the result of calculating this value (28.27).



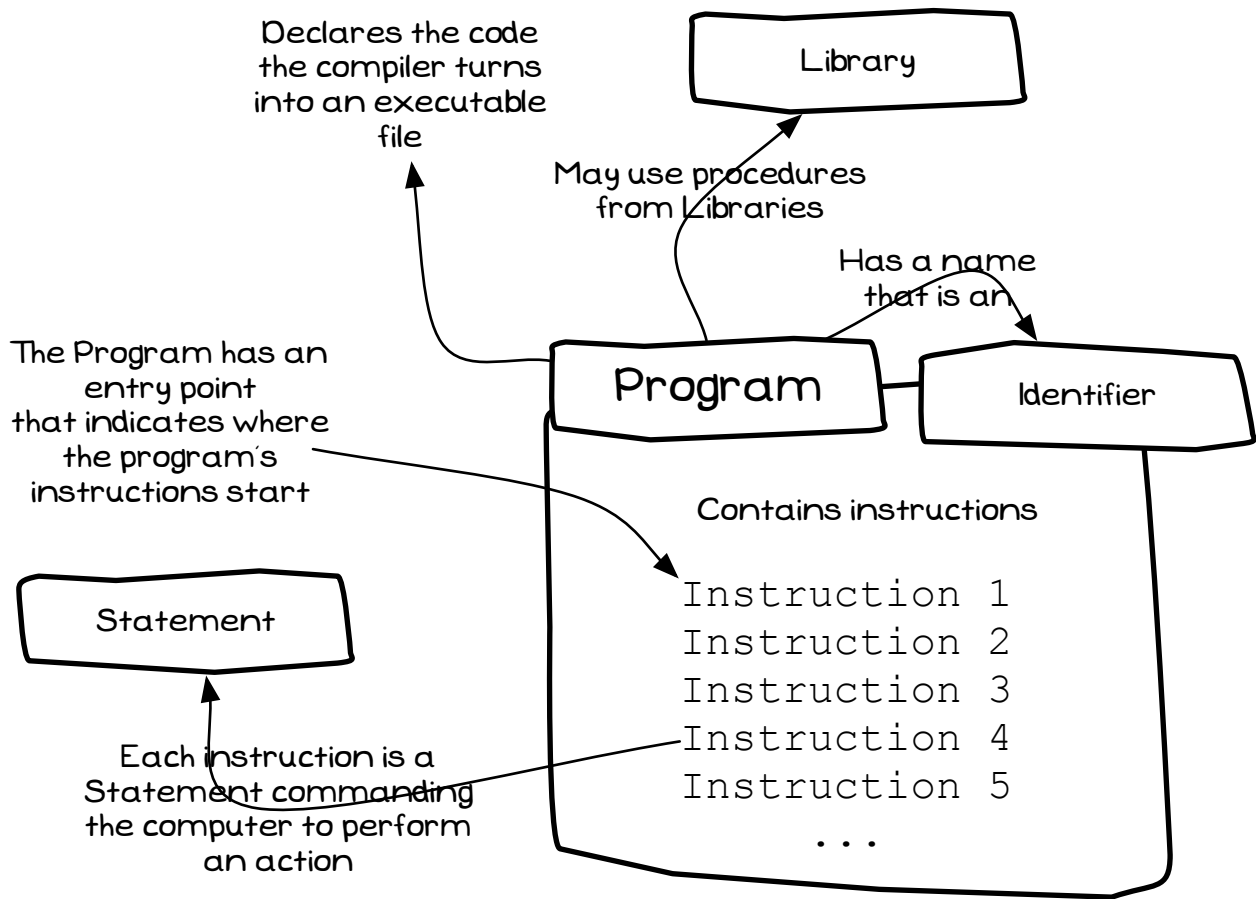
- 2 Once again the Program's
progress remains on
the Stack

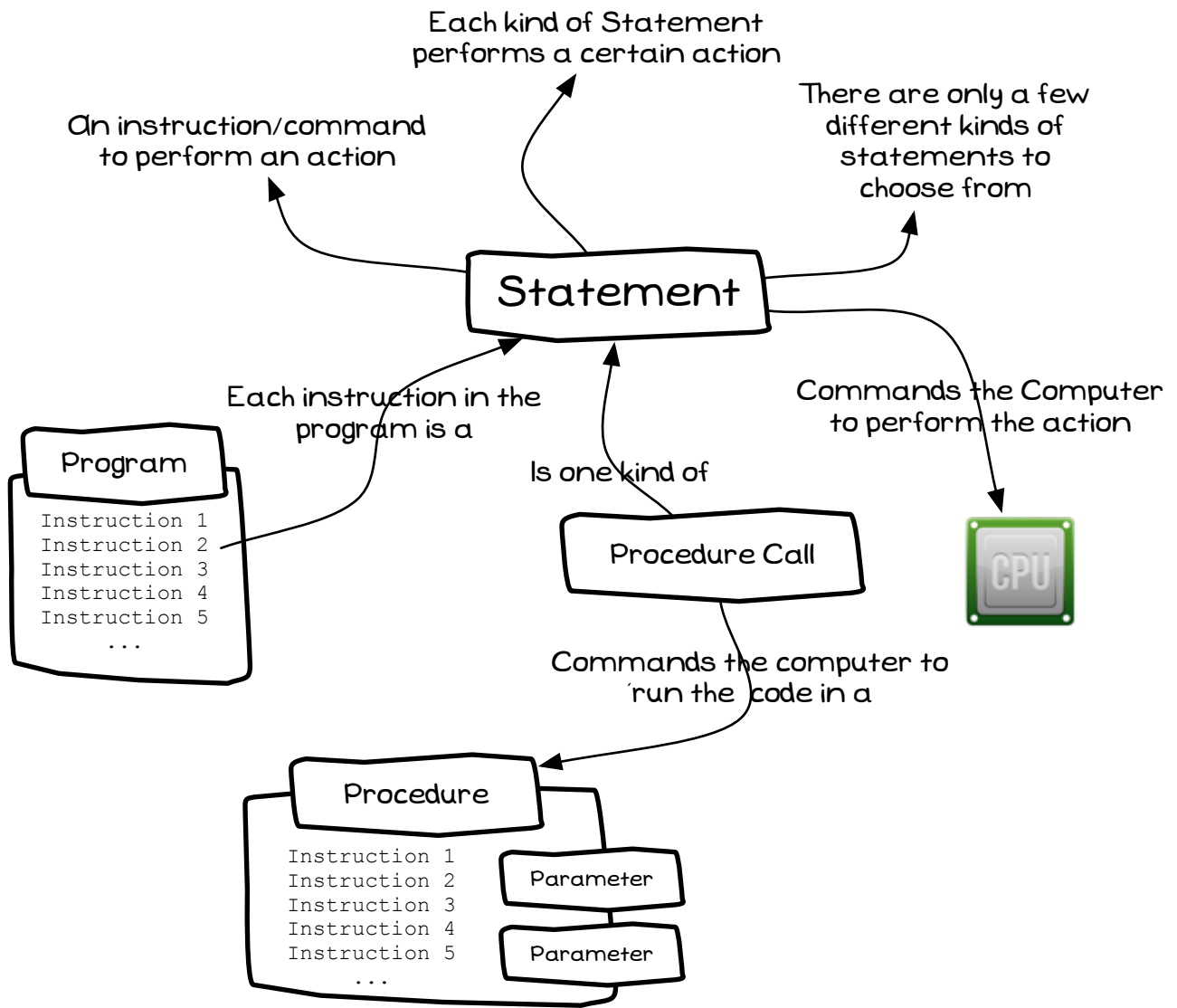


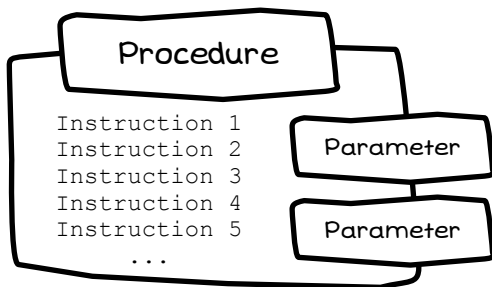
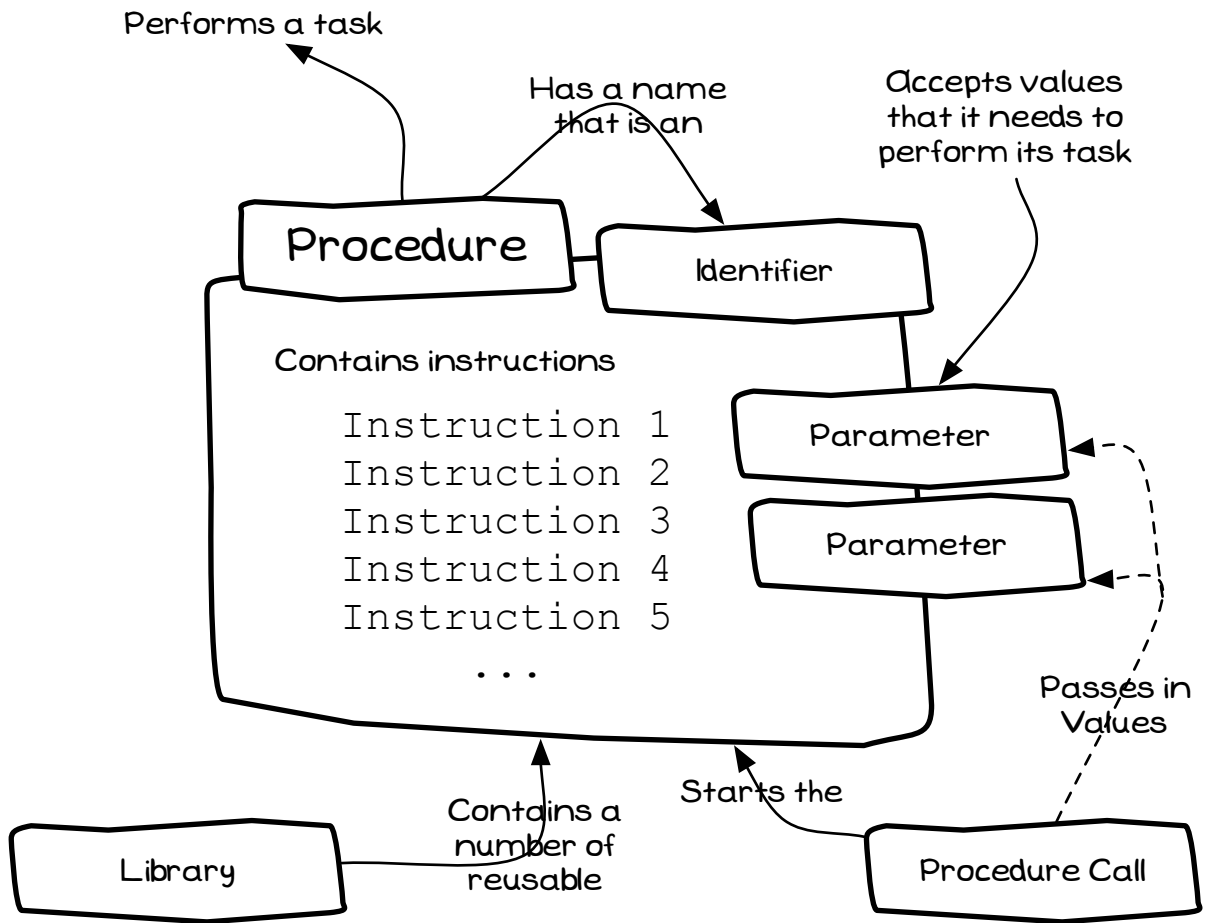
- 3 The Computer runs the
instructions in the
Write Procedure one at
a time...

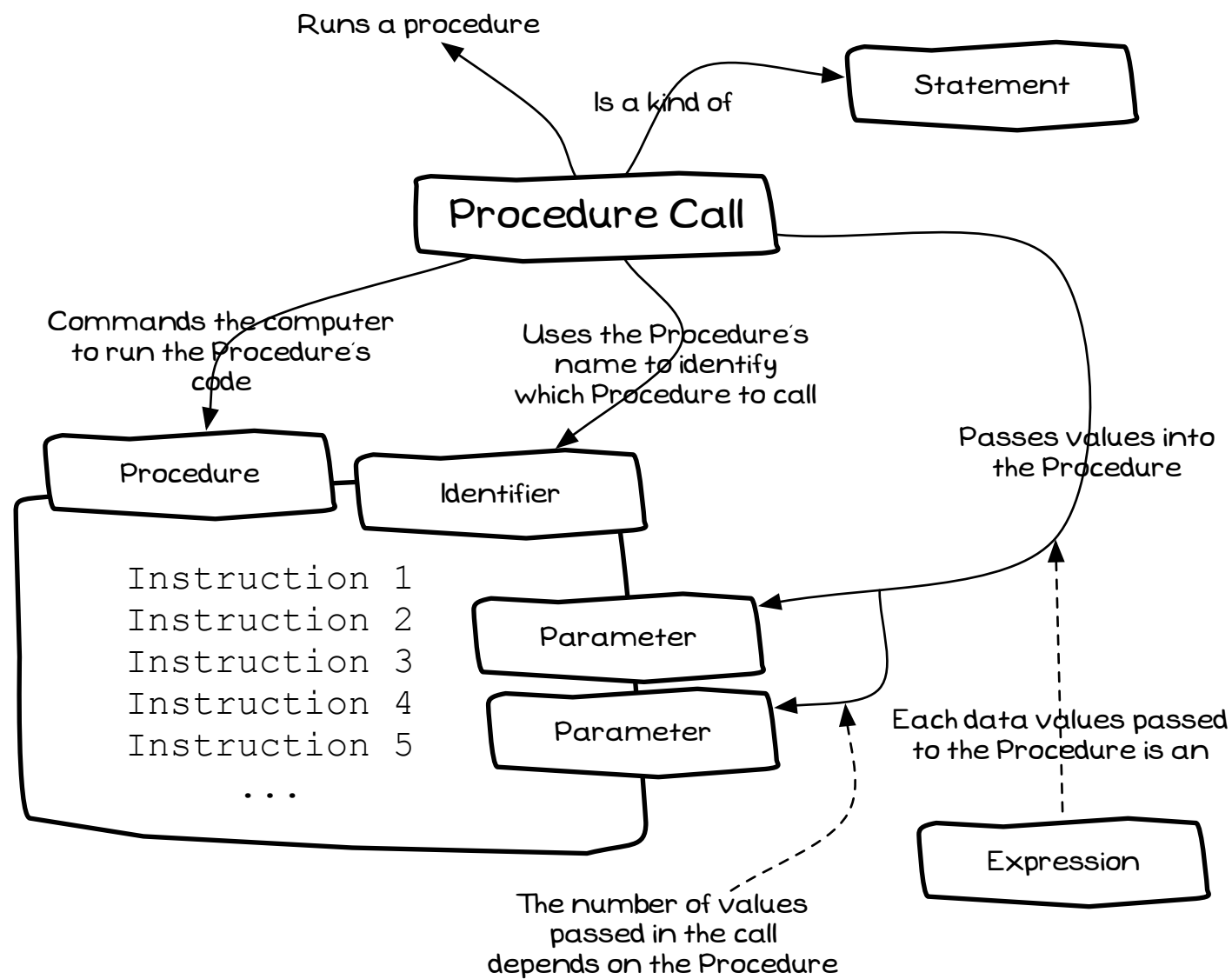


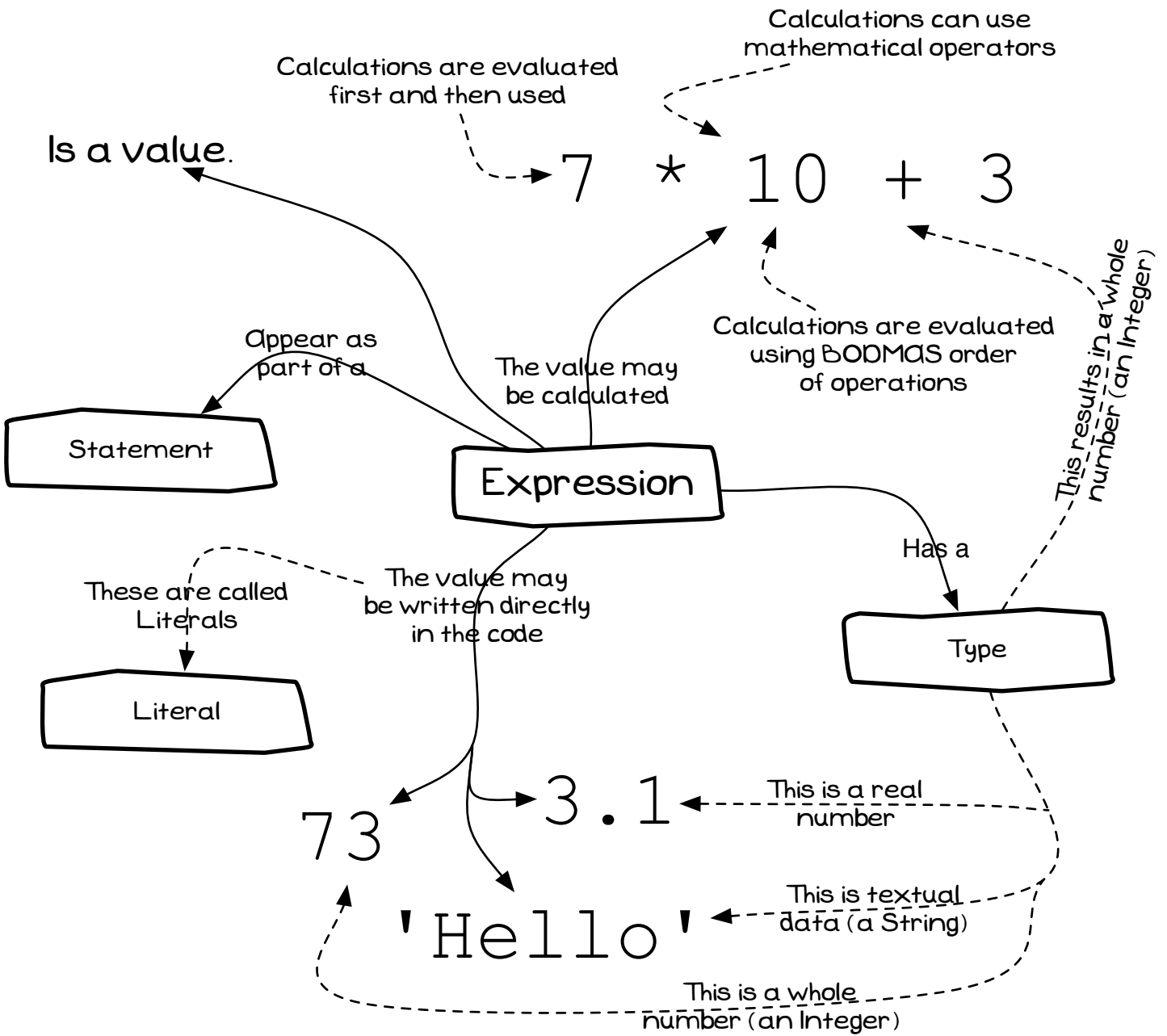
- 4 ... until they complete and the output
has appeared in the Console.











Types include ...

Indicates a kind
of data

Determines the
operations that are
permitted with the type

... textual data

'Hello'

May allow ... +
but definitely not ... - * /

... whole numbers

73

You can use ... + - * /

Type

... real numbers

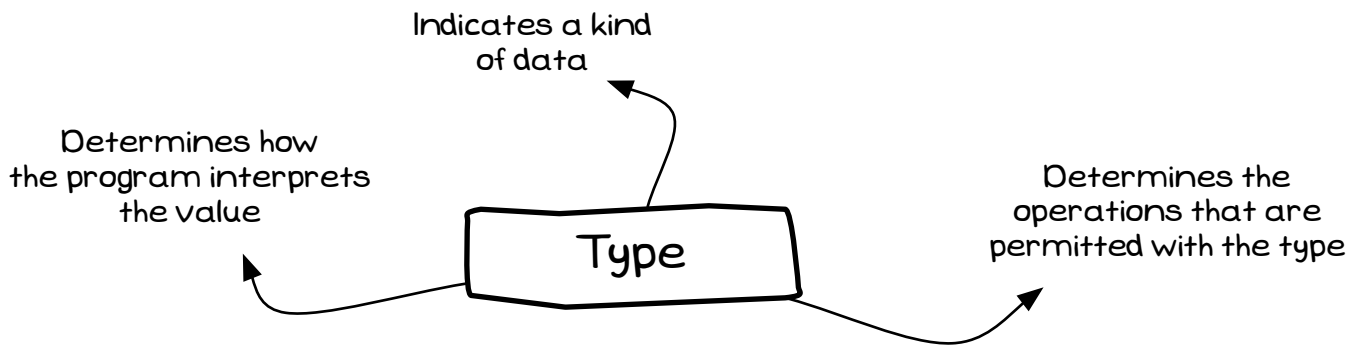
3.1

You can use ...
+ - * /

and other types...

Determines how
the program interprets
the value

Each language will
have a range of
different Types



2387226039927203144

If this is a whole number
its value is...

'Hello!!!'

If this is textual data
its value is...

4.186633e-149

If this is a real number
its value is...

00100001001000010010000010010000101101111
01101100011011000110010101001000

Is the name of something

Identifier

Is a kind of Identifier that has special meaning to the language

Keyword

Have a name that is an

Program

Library

Procedure

Instruction 1
Instruction 2
Instruction 3
Instruction 4
Instruction 5
...

Parameter

Parameter

Uses the procedure's name to determine which procedure to call

Procedure Call

Uses the Library's name to access its procedures

