Introduction

For this assignment, you will perform a comparison between the two languages that you have programmed in at school. You can work in pairs.

On the next page is a table containing a list of language characteristics. For each, provide detailed information how they apply to each language. Also, provide a quick description, in your own words, of what the characteristic entails. If there are terms that you do not yet understand, then use your research skills! Research can start by asking your peers or your teacher. However, ensure that you have referenced facts for all characteristics.

Use MS PowerPoint / Google Slides to build a presentation which provides a side-by-side comparison. If you use Pages for Mac, please export your presentation as a PDF. Do not try to squeeze all your information within the table listed below. Generally, each subtopic should be contained within a single slide – if you are using more than ten slides in this presentation, you are getting into too much detail! For those terms indicated, provide a concise definition on the page where you also provide the comparison.

There are plenty of sources on the internet, so you will not lack information. However, it is important that you:

* Use multiple sources.
  + Wikipedia is actually a decent “jumping-off” point, but cannot, like any source, be completely relied upon.
  + In many cases, you can use the official language specifications.
* Cite your sources within your documents. You can use hyperlinks, but format the text appropriately (i.e. do not simply paste in a URL; provide a display text).
* Stick to facts. There are many strong opinions on which language is “better”, but it is our objective to make a comparison, and not an evaluation.

The assignment will be assessed on the “Inquiry – summative” rubric that is posted in D2L.

| **Subtopic** | **Definition** | **VB.Net (Python)** | **Java** |
| --- | --- | --- | --- |
| What’s in a Name?   * Who / what inspired the name? |  |  |  |
| History of Language   * When developed * Key persons / organizations * Versions /Precursors * Popularity over time |  |  |  |
| Usage / Popularity   * Historical * Current |  |  |  |
| Major IDEs | IDE: |  |  |
| GUI development | GUI: |  |  |
| Class library   * Key modules * Relative strength | Class Library: |  |  |
| User community (“ecosystem”) |  |  |  |
| Run-time environment   * Universality (i.e. which systems can it run on) * What is required to run |  |  |  |
| Variable Typing   * Primitive types supported * Strong or Weak | Variable Typing: |  |  |
| Language Type   * Object Oriented support * Interpreted or compiled? | OOP:  Interpreted Language:  Compilation: |  |  |
| Exception handling   * Example | Exception: |  |  |
| Other notable characteristics |  |  |  |