Assignment 2

• Terminals

A terminal is a text input and output environment that emulates a console in a Graphical User Interface (GUI) from which we can access a user's console. Terminals allow users to run shells, human-readable devices that accept a stream of characters and display them.

Console

A console is a physical terminal and a window that activates text-mode programs and is connected to another computer, server, or mainframe over a network. The console allows the user to input commands and receives visual output as a GUI.

• Command Lines

Command-line is a type of interface that is used to enter textual commands. It is used to indicate that the user must run something in the interface provided by the operating system.

• Main Function

The main function serves as the starting point for the program execution. It controls the program execution by directing the calls of other functions and the execution stops when the main function terminates.

Variables

Variables are memory locations that have distinct names associated with each location. Variables have values that may change during the program execution. When data is read from variables, the content of the memory location is copied and used in calculations.

• Data Types

A data type is a classification of data that tells the compiler how the programmer intends to use the data. Most programming languages support various data types such as integer, string, character, Boolean, etc.

• String Interpolation

String interpolation is the process of evaluating a string literal containing one or more placeholders yielding a result in which the placeholders are replaced with their corresponding values. String interpolation is common in many programming languages. Placeholders are usually represented by a sigil, typically (\$ or %).

• References

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- 5- https://press.rebus.community/programmingfundamentals/chapter/data-types/
- 6- https://researchhubs.com/post/computing/fundamentals/string-interpolation.html