**ASSIGNMENT 1**

**Q1. WHAT IS TANGIBLE AND INTANGIBLE?**

**ANSWER:**

**TANGIBLE**

Tangible is derived from the Latin word ‘tangibles’ or ‘tangere’ that means to touch, Tangible means anything which we can touch, feel, and see and have physical existence. Tangible things wear out, run out, or otherwise become obsolete over time. For example, the moving parts of a vehicle need replacement after a certain amount of mileage other example of tangible include Land, Building, Machinery, Equipment, Cash, Stock, Plant.

**INTANGIBLE**

Intangible means which do not have a physical existence. It is not possible to see, touch or feel intangible things

I) When a man dies, his intangible soul exits his human form

ii) Because the Internet is intangible, no one can actually touch it



**Q2. WHAT IS EDITOR, LOADER, LINKER AND ITS SEQUENCE**

**EDITOR:**

In the field of programming editor is something which is used to writing and editing a code. in the field of programming their is lot of editor like ms-word, notepad, visual code and so on.



image link : <https://www.techbrackets.com/best-text-editors-programming/>

**LINKER:**

suppose you make a program and in a program you import some predefined library so to add that predefined library implementation linker comes in the picture and linker find the implementation and add that implementation in your program. Linking is a process of collecting and maintaining piece of code and data into a single file

**LOADER:**

Loader is the program of the operating system which loads the executable from the disk into the primary memory(RAM) for execution. It allocates the memory space to the executable module in main memory and then transfers control to the beginning instruction of the program .

**SO THE SEQUENCE IS :**

**EDITOR =>** First write code in editor

**|**

**LINKER =>** Then Linker will link demanding files with our program

**|**

**LOADER =>** Loader will load program in ram after linking

**Q3 WHAT IS DEBUGER ?**

**ANSWER :**

Before learning debuger we should have to learn bug. so bug is an glitch or unexcepted output, so to remove bugs from program we have to used debuger technique by doing debuging we can check each and every iteration one by one with the help of debuger and we can that . The debugger lets the user see how their program is viewed by the computer. A debugger is very useful to find semantic errors in the program. So, it is necessary as it helps the programmer visualize program flow. '

for example.

public class First {  
  
 public static void main(String args[])  
 {  
 int a = 0;  
 for(int i=0;i<6;i++)  
 {  
 a++;  
 }  
 System.*out*.println(a);  
 }  
  
}



in this diagram debuger show that the intial value of a is 0 '



now loop start iteration and now a=1 and i=0 this is how you can check each and every iteration and find out the problem by which you get error or unexcpected outputs

**Q4 WHAT IS LINKER ERROR**

Linker error occurs when after compilation we link the different class files with main’s class. These are errors generated when the executable of the program cannot be generated. This may be due to wrong function prototyping, incorrect header files. One of the most common linker error is writing Main() instead of main().