

Chosen Languages: Python, Java, C++

1. Are the operators (e.g. /, //, \*\*, %) used the same way?

**Java: // and \*\* is not used in Java. Instead, Math.pow() is used for exponentiation.**

**Python: / is used for floating point numbers, // is used for integer division, \*\* is used for exponentiation, and % is used for modulus.**

**C++: // and \*\* are not used in C++. Instead, pow() is used for C++.**

2.

Do string operations like + and \* behave the same?

**Python: uses + to link / add things together; \* used to repeat or multiply**

**Java: uses + to link / add things together; \* used to multiply, repeating must use repeat()**

**C++: uses + to link / add things together; \* used to multiply, repeating need loop function**

3.

How are variables declared and updated?

**For Python, variables are declared by setting the variable name equal to a value using**

**A single = sign (ex. x=5). For Java and C++, the variables are declared the same way**

**But with the int() instruction in front and with a semicolon at the end. The variables are**

**Updated in the same way across all languages (ex. x = x+5), but again, Java and C++ include A semicolon at the end.**

4. Are types required, or can you assign freely?

**For Java and C++, the data types are required. For python, variables can be assigned freely**

5. What happens when an error occurs?

**When an error occurs, all 3 programming languages output “error trace back crash”.**

**The program stops running (terminates) in all languages.**

6.

How is the error shown or handled in each language?

**The python interpreter stops and displays an error message. Java creates an**

**Exception object and C++ uses “try-catch” blocks and exceptions as well.**

7.

Are true/false written the same?

**For python, t = True and f = False. For java and C ++, t = true and f = false.**

8.

What symbols or keywords are used for logical operations?

**C++ and Java use &&, ||, and ! for the logical AND, OR, and NOT statements. Python uses and, or, not for its logical statements.**

9.

How is conditional logic structured?

**C++ and Java use parentheses and curly brackets for conditional logic, while Python simplifies this with colons and indentation.**

10.

Are keywords or formatting different?

**C++ and Java require semicolons to move on to the next statement and curly brackets for code blocks, whereas Python relies on indentation to group statements without semicolons or brackets.**

11.

How does each language group lines of code (indentation, braces, etc.)?

**Python groups lines of code with indentations to separate “blocks” of code and sometimes Spaces in between large amounts of code. Java and C++ indent the code as well, but also use brackets.**

12.

How is a simple loop written and displayed?

**A “for” loop in python starts out by assigning a variable (i) with no value, and then everytime ‘i’ is in some range that is defined, the program will output something. It looks like this:**

```
for i in range(3):  
    print('Loop', i)
```

**In Java and C++, the “for” loop begins with the keyword “for”, and then parentheses. Inside Those parentheses, it first assigns a value to a variable (ex. i) (int(i) = 0). Then, in the same**

Parentheses, a range is set (ex. `i<3`) after a comma. After that, there is a line stating `i++`, which Means to add 1 to the value of `i` every time the program returns to the start, and until `i` does not Meet the condition stated in the range. It looks like this:

```
for (i=0, i<3, i++) {  
    Std::cout << "Loop" << i << std::endl;  
}
```

13.

Which language was easiest to understand?

**The language that was the easiest to understand was Python.**

14.

Which had the clearest output or errors?

**Python provides the clearest and most detailed error messages as they are easy to read, while C++ and Java also provide error messages but can contain more jargon or potentially be harder to debug.**

15.

Which would you recommend to a beginner

**I would recommend learning Python for a beginner because Python provides the most detailed error messages, so it is easy to fix your mistakes.**