

# Difference Between Programming, Scripting, and Markup Languages

**programming languages** are set of instructions or code which tells a computer what it needs to do.

- Programming languages are high-level languages that need to be converted into machine level language because a computer can only understand machine level language or binary language (0 and 1) ,This conversion is done by the compiler which scans the complete code in one go and if it finds any error it immediately throws all errors.

Examples are **Java, C, C++, C#**

**Scripting Language** are basically the subcategory of programming languages which is used to give guidance to another program or we can say to control another program, so it also involves instructions. It basically connects one language to one another languages and doesn't work standalone.

- Scripting languages need to be interpreted (Scanning the code line by line, not like compiler in one go) instead of compiled. There is ***no scope of compiler*** in scripting languages. Scripting languages are most widely used to create a website.

Examples are **JavaScript, PHP, Perl, Python, VBScript**

**Markup Languages** prepare a structure for the data or prepare the look or design of a page. These are presentational languages and it doesn't include any kind of logic or algorithm

Examples are **HTML, CSS or XML.**