DEFINE AND DIFFERENTIATE A SCRIPTING LANGUAGE AND A PROGRAMMING LANGUAGE?

Scripting Language

A scripting language is a programming language that supports scripts which are programs written exclusively for a special runtime environment to automate the execution of a specific action/function. Scripts are usually embedded into other software environments. The purpose of the scripts is usually to enhance the performance or perform routine tasks for an application. Server side scripts are interpreted on the server while client side scripts are interpreted by the client application.

Programming Language

A programming language is essentially a formal language that combines a set of instructions that can be fed into the computer to generate a specific output or it is a computer language programmers use to develop software programs, scripts, or other sets of instructions for computers to execute.

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| **SCRIPTING LANGUANGE** | **PROGRAMMING LANGUAGE** |
| * Mostly used for routine tasks. | * Has all the features needed to develop complete applications. |
| * Is usually embedded into other software environments. | * Is usually embedded into other software environments. |
| * The code is usually executed without compiling. | * The code has to be compiled before it can be executed. |
| * Specifically designed to make coding faster and much simpler. | * Designed to facilitate a full-fledged code and software development |
| * Creating a code function with a scripting language is easier as it requires only a few short and specific lines to be written. . | * Coding with programming languages is relatively difficult as many lines of code are required for a single function. |
| * Have only two subcategories: Server-side scripting languages and client-side scripting languages. | * Divided into five subcategories: First generation, Second generation, Third generation, Fourth generation, and Fifth generation. |
| * Scripting languages demand line by line conversion and it's require a host. | * Since programming languages use a compiler, it is a one-shot conversion and it is self-executable thats why they do not require a host. |
| * JavaScript, Perl, PHP, Python, Ruby, Rexx, Ruby, GameMonkey and etc. | * C, C++, C#, Java, Basic, COBOL, and Pascal, are some examples of programming languages. |