

# COMPUTER

- 1) Collection of many parts
- 2) Computer is not a physically entity
- 3) It is a class (group of objects)

## Hardware

All physical parts that making up a computer known as Hardware

↓  
like Key board, mouse, monitor

## Software

↓  
Set of instruction is known as program  
Set of program known as software

## Software

### System

### Application

### Utility

### Operating System

↓  
Win 7  
win 10  
Win 11  
Linux  
UNIX  
mac

### Language Processor

### Compiler

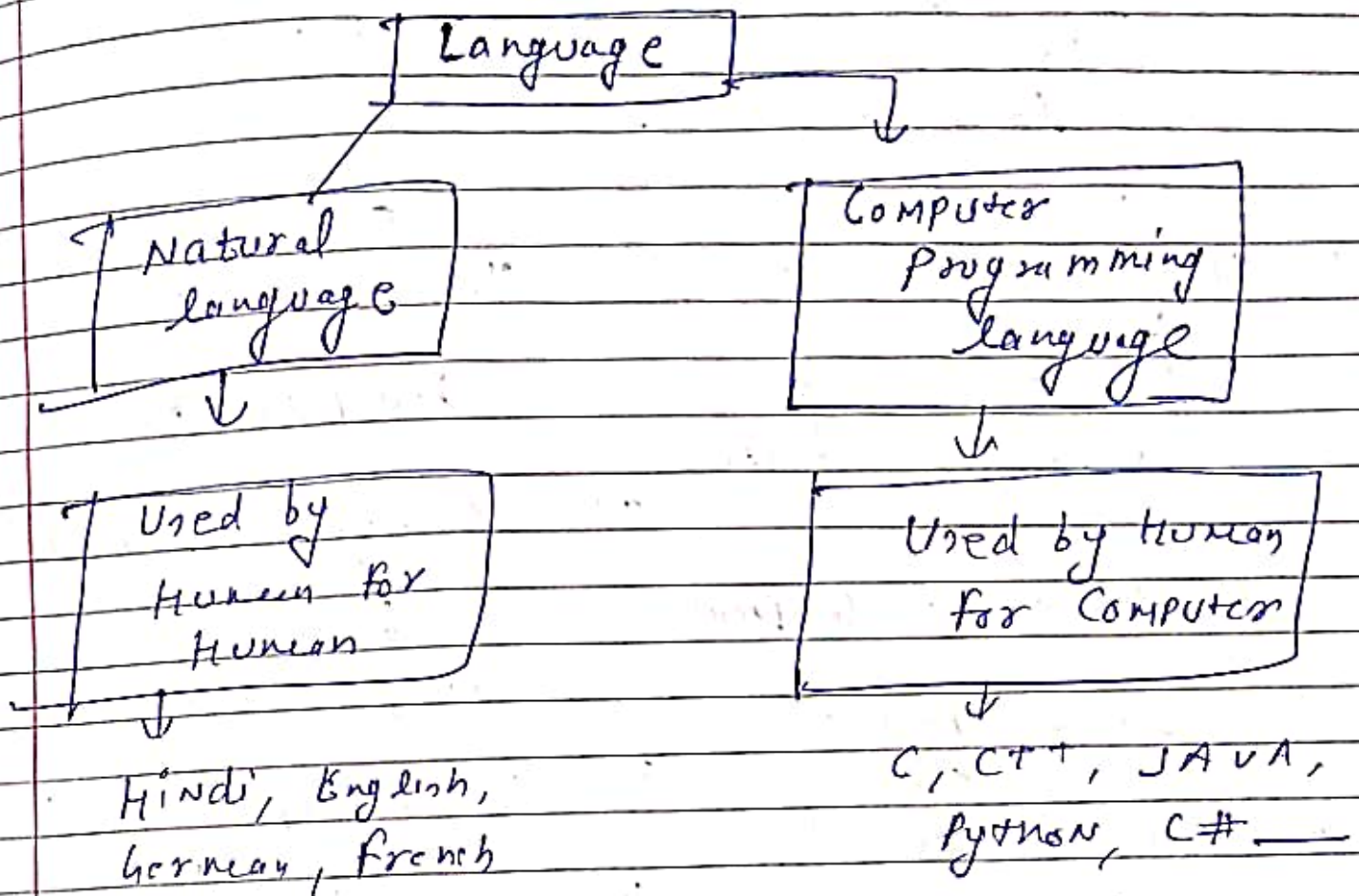
### Interpreter

Microsoft  
Tally  
Photoshop

### Assembler

Antivirus  
PDF Reader  
Disk cleanup

Language :- Language is a way to express the instruction



Computer programming language :-

Used to express the set of computer instruction.

In simple words, we can say that they are used to create software, websites or mobile apps.



## Computer programming language

Low level language

high level language

1) They are machine dependent [coding according to hardware]

2) Coding is complex

3) Coding speed is slow

4) Code in machine readable form

5) Execution (run) speed is fast

6) Ex Binary, Assembly

1) They are machine independent

2) Coding is simple  
bcz code is simple English words

3) Coding speed is fast

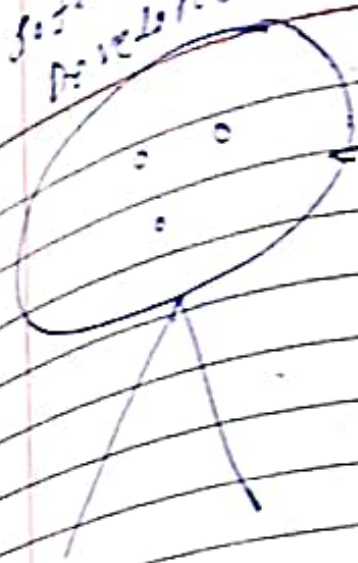
4) Code in human readable form

5) Execution speed is slow bcz they are translated

6) Ex C, C++, JAVA, Python

Software Developer

(Binary or machine language) Computer



A = 1000001

B = 1000010

C = 1000011

During 1940 :- Binary language Low level language  
During 1950 :- Assembly language

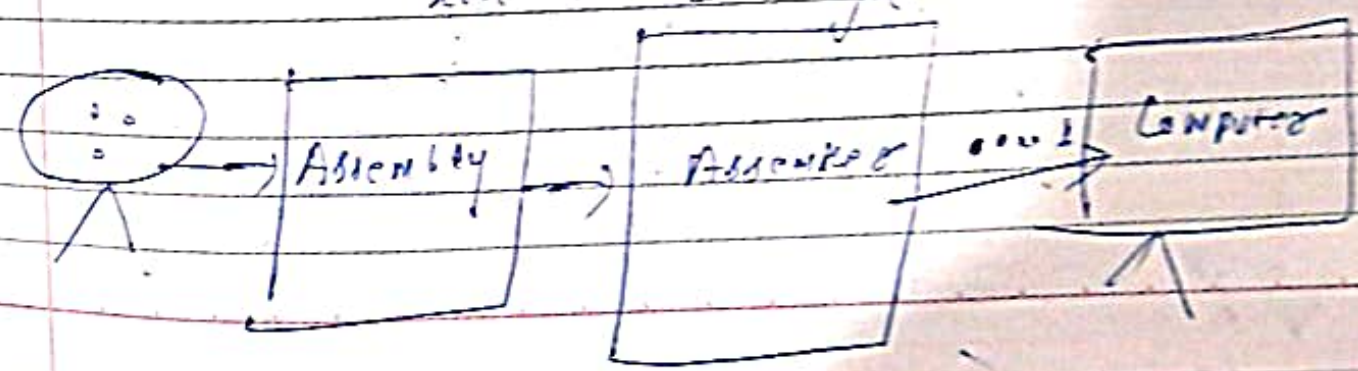
Assembly language uses Mnemonic words like

add :- Addition

cp :- Copy

miv -> move

exh -> Exchange





Note :- Assembler is a translator that convert assembly language code into binary language

1957 :- FORTRAN

1960 :- BASIC

COBOL

PASCAL

BCPL

Simulab7

Smalltalk

High  
level  
language

1969 :- Ken Thomson decided to write an operating system

1970 :- Ken Thomson developed a new language "B"

"B" language

↓  
Operating system

→ failed in Testing

1972: Denny Ritchie modified

"B" Language and make a  
New language "C"

"C" Language

operating system UNIX

$2^2 \Rightarrow 4$ $100^2 \Rightarrow 10000$	$\begin{bmatrix} 2 \\ 1 \\ 4 \end{bmatrix}$ $\begin{bmatrix} 100 \\ 100 \\ 100 \end{bmatrix}$	$2^2 \Rightarrow 4 \quad [2 \times 2]$ $100^2 \Rightarrow 10000 \quad [100 \times 100]$
--	--	--

$\begin{array}{r} 100 \\ \hline 10000 \end{array}$

1980: Bjarne Stroustrup developed a

New language (C + T)

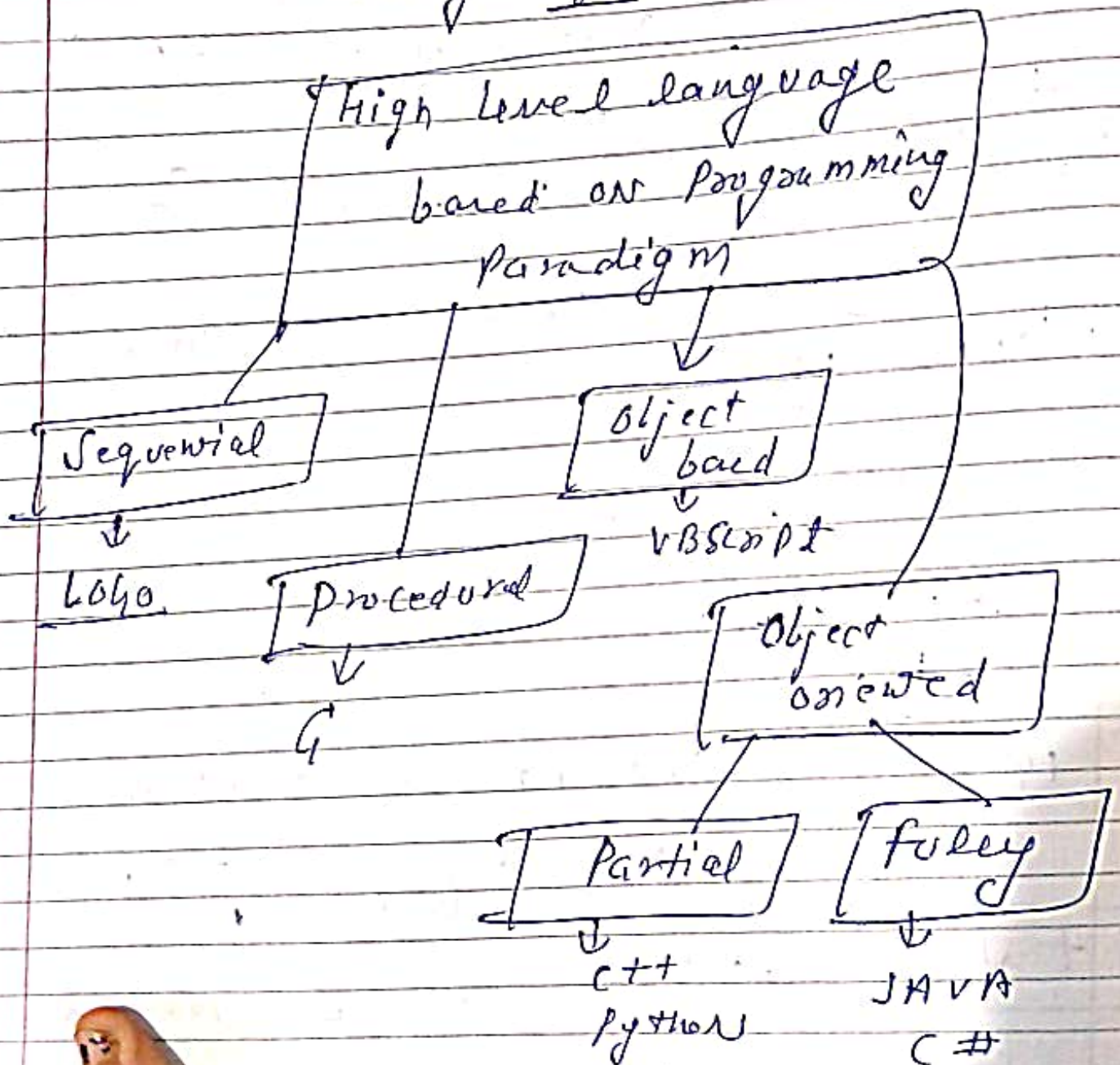
[C + Simple C]  $\Rightarrow$  C++

C with class



# Programming Paradigm (methodology)

It defines the methodology to design and implement a program using key features provided by language.



# A Sample Program in C Language

2015

Page No.

Date

```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    printf("hello");
```

```
}
```

## Python

1) `print("hello")` ✓ Sequential

2) `def show():`  
 `print("hello")` Procedural language

3) `class A:` Object oriented

## JAVA

```
class A
```

```
{
```

```
}
```



## Sequential programming Paradigm

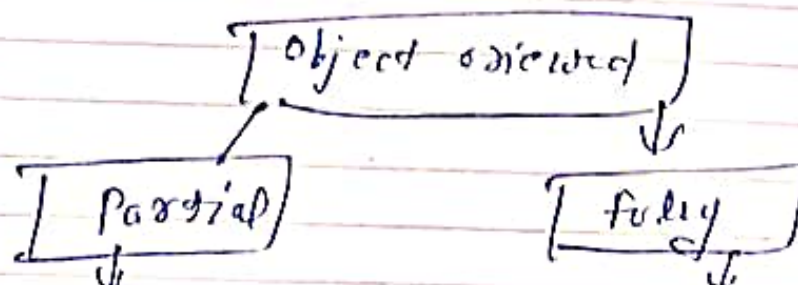
- 1) Code line by line
- 2) No class, No function
- 3) Ex C, C++

## Procedural programming Paradigm

- 1) Code by function (procedure)
- 2) Ex: C language
- 3) Coding is lengthy
- 4) No, Reusability

## Object oriented

- 1) Coding by class
- 2) Yes, Reusability (by Inheritance)
- 3) Coding is minimized
- 4) Ex C++, Java



class creation  
is optional

class creation  
is mandatory

# Object based programming Paradigm

- 1) Same as object oriented but No Interfance
- 2) Ex VBScript

High level language  
based on platform

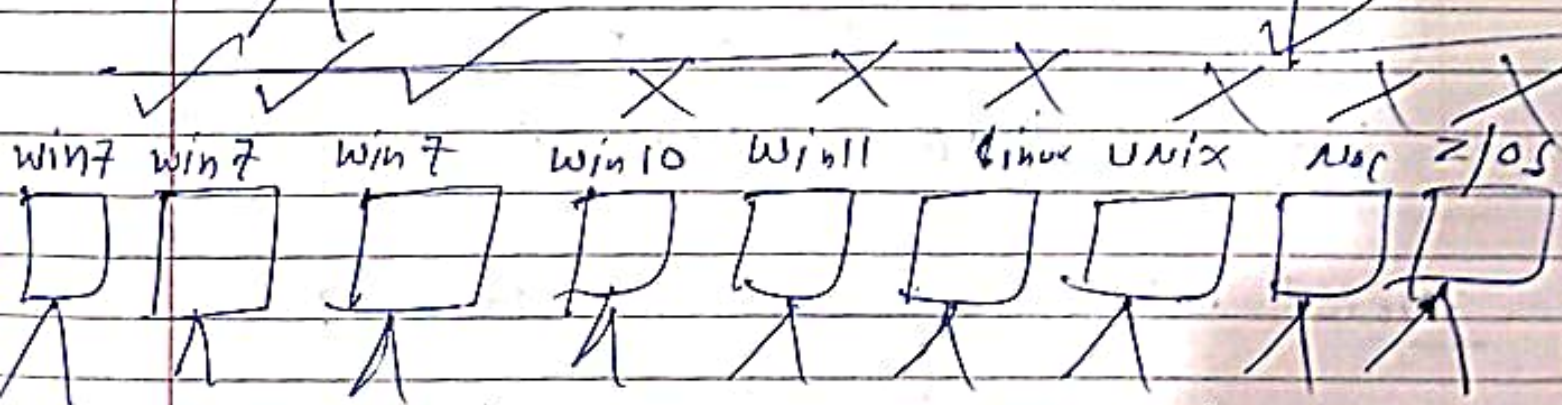
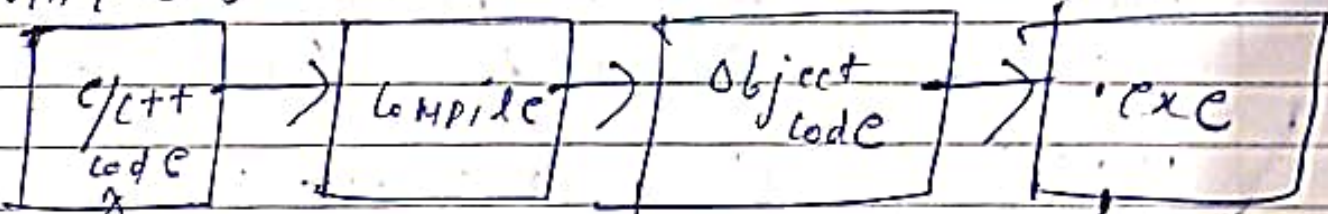
Platform  
Dependent

C/C++

Platform-  
Independent

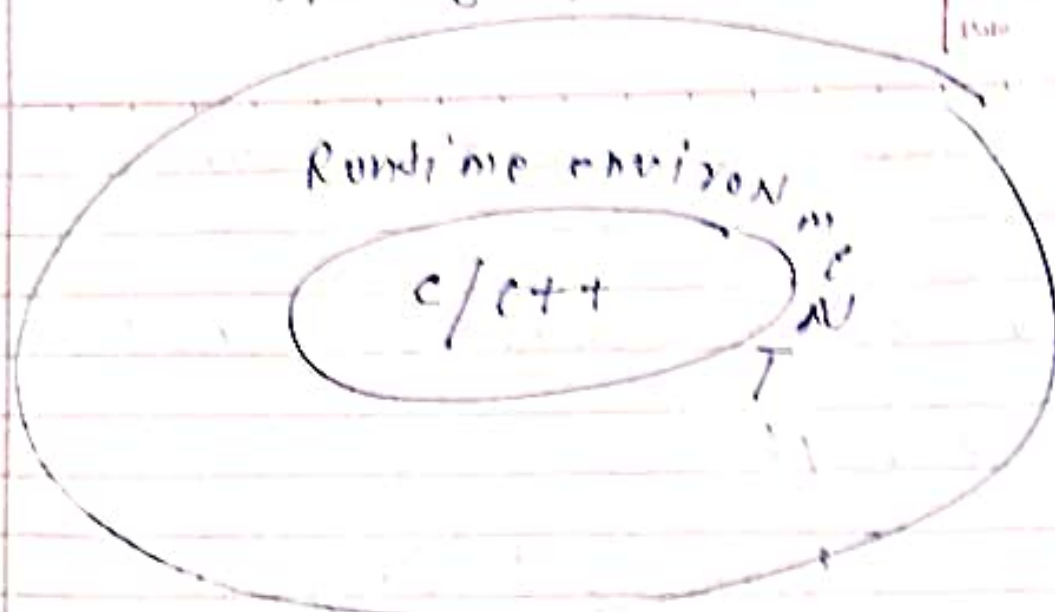
JAVA

Win7 O.S.



Note: C/C++ are machine independent  
but Platform Dependent





1990 :- SUN Microsystems created a Team

Team head :- JAMES GOSLING

Team member :- Patrick, Mike, Rich

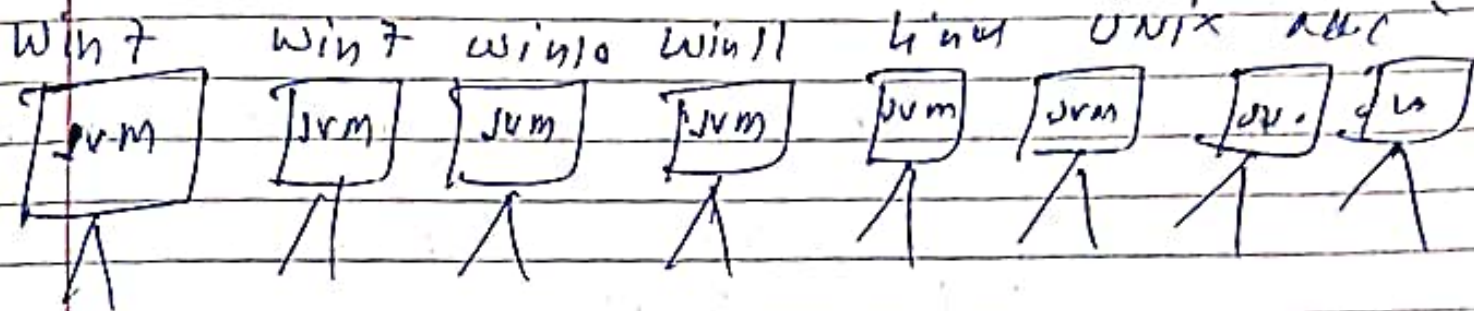
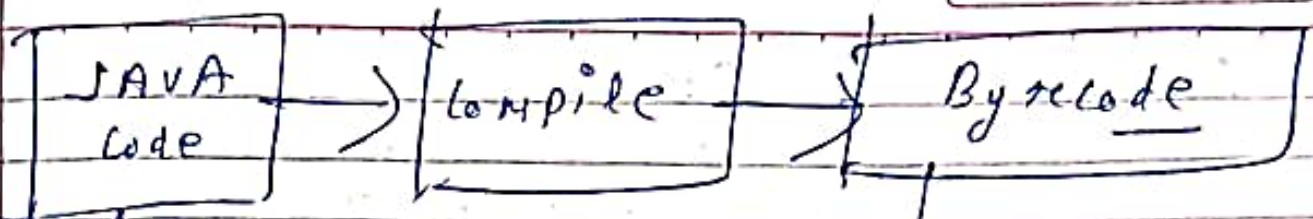
aim :- To develop platform independent language

1991 :- "Oak" language was introduced

1995 :- "Oak" renamed to JAVA

Note :- JAVA does not stand for anything

Win 7 O.S.



Note: JAVA is a machine & platform both independent

Operating system  
JVM

runtime environment  
JAVA Code

Note: write once run anywhere



Bytecode :- It is an intermediate representation of JAVA source code that understood by JVM

Bytecode is the magic key of JAVA

Bytecode is Not a executable code

Bytecode converted into executable code by JVM

JAVA is a platform independent but JVM is a platform dependent

JAVA :- JAVA is a General Purpose, Robust (strong), Platform independent, truly object oriented, high level Computer programming language and a platform.

JAVA has Predefine classes Using them we can create a new program So JAVA is a Computer programming language

Since, JAVA has its own runtime environment so JAVA is a platform

Platform :- Any hardware or software environment on which something is executed, called platform.