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Excercise-3.1

Operator: An operator in a programming language is a symbol that tells the compiler or interpreter to perform specific mathematical, relational or logical operation and produce final result. It can be of a variety of types: which could be:
  - Arithmetic
  - Logical
  - Relational

Function: It takes input values and produces some expected output. It exists as a theoretical concept in computer science and mathematics. Every high-level language has its own rules for how functions can be implemented and used, from syntax, calling convention, allowed side effects, and return values. But all of them have a common purpose which is to perform some operation possibly on the input provided to them while calling them.

Method: It is simply a function that belongs to a class in an object-oriented language. As a side note, we can think of a method as a function which contains a hidden pointer as an additional parameter, which the compiler will automatically add when the method is called. This pointer in most of the cases points to the objects on which the method is called.

Procedure: It is a squence of instructions to perform some task. It is different from a function in the sense that function is rooted from mathematical theory which states that a function generally performs some operations on the input provided to it. While a procedure is any general set of instructions intended to perform a given task. A procedure can also an instruction that calls a function.

Subroutine: Subroutines give us the ability to give a name to the section of the code so that when we want to use it again we can use it by calling it

by its name. It is much similar to a function. Functions have a deterministic output and no side effects. While a subroutine doesn't have any sich restrictions.