What is programming?

Types of Programming

Machine Code

| Location | Instruction Code | Comments |
|----------|---------------------|----------------------------|
| | | |
| | | |
| 100 | 0010 0001 0000 0100 | Load first operand into AC |
| 101 | 0001 0001 0000 0101 | Add second operand to AC |
| 102 | 0011 0001 0000 0110 | Store sum in location 106 |
| 103 | 0111 0000 0000 0001 | Halt computer |
| 104 | 0000 0000 0101 0011 | 83 decimal |
| 105 | 1111 1111 1111 1110 | -2 decimal |
| 106 | 0000 0000 0000 0000 | Store sum here |

Assembly Language

| Location | Instruction Code | Comments |
|----------|------------------|------------------------------------|
| | | |
| | | |
| | ORG 100 | /Origin of program is location 100 |
| | LDA A | /Load operand from location A |
| | ADD B | /Add operation form location B |
| | STA C | /Store sum in location C |
| | HLT | /Halt computer |
| A, | DEC 83 | /Decimal operand |
| В, | DEC -2 | /Decimal operand |
| C, | DEC 0 | /Sum stored in location C |
| | END | |

High-Level Language

Java:

```
int a, b, c;
a = 83;
b = -2;
c = a + b;
```

Compiled vs. Interpreted

XKCD: "Compiling!"