	Note that the state of the stat
	Introduction to Programming Language.
and games provided	3 0 0 0
ngan jina maribin ya jimar	the second of th
1	computer at very minute level understands 0 & 1 only.
	Springaces at soog markete spring
	What is programming language?
	Human 1 -> Hindi/English -> Human 2
	thuman 1 -> [tindi/English -> thuman 2 [espeaks] language [distent]
	a destination of the second
	Human Java / python Computer
	Human Java / Python Computer [writing code] Programming [converts to 0,3 1]
	ianguage
	a control distribution of the second
•	Types of Programming danguage
	of the state of th
	Procedural:
	-> series of well-structured steps and procedure to
	compose a program
derrice and a second	-> contains a systematic order of statements functions
	and commands to complete the task.
	and commands to complete the task.
	Functional:
	-> writing a program only in pure functions is
	month months but only create new ones
	as an output
	- used in setul situation where we have to perform
	lot of different operation on same set of data
	like MI.
1	

ACCOUNTY TO A SAME THE FEEL STATES AND A SAME OF THE S

Falcialador (prignol/stantamente en en en	
with the land and the land of	Object Oriented:
and a second of the feet of	revolves around objects
in any and the same of the	revolves around objects
	- developed to make it earier to develop, debug,
Pales 1	reue & maintain
Description of the second	
the second residual and desired desire	
they are the same of the same of	Static Language:
historique rissesanich haft der consette kollecte (indhetse	comme awayer.
TO MESS WARRING WITH WARRING W	
AND THE PERSON OF THE PERSON O	- perform type checking at compile time
t Allia, lingue e llevi autorio (le col dispensione i sono all a ne-	code [converte to 0's + 1's] comp.
To the second se	code [converts to 0's + 1's] comp.
	Chican I am na part less avisor
	- everes will show at compile time
Sport for the state of the stat	-> declare, datatione labor une
	int a - 10
	→ declare datatype before use. int a = 10
and the second s	-> more control over the program.
THE PARTY OF THE P	
Over the reference and the second sections of the second	Dynamic Language:
the state of the s	and manager and all the control of t
Mark Harrist	-> perform type checking at runtime
And the second s	State 341 Marian at thronous to
A MARKATAN PARKA MENTANCINE IN PROPERTY AND	source compile comp. suntime
	code time comp.
	elitar might beat a
Aure Just	nur margard the warks ton their an
	alclare idatative of mariable.
Tenlara a	a company by their digues of it doto tupe
	save time in writing code by night give
The Marie State of the State of	error sometimes.

	2	
	Memory Mana	gement.
	O Caria	glment
	2	
*	variables	
	Nariables	points stores object
	a	
	stack memory	
1 6 6 4		a = 10 7 object
	ragar	object .
<u> </u>	งจ	riable
	Now Suppose,	
	suppose,	points
	a= 10	a 10
	b = 'a	de points
•	more than one	reference variable can point toward one oreference wat variable changes the object anged for all reference variable that object.
	object the	a alexander and a constitute a france as a six six
**************************************	thom it is ch	amald las all relesence assiglies that
	point to same	object.
	Now initially	
	Now initially a = 10	<u>a</u> (10)
		ar the triple
	then	aldairos variable
A	a = 50	object with no separance variable [semaned by garbage collector]
		$(0) \longrightarrow (50)$ collector]

* Important

a = [5, 4, 16, 1] b = a

1

a[0] = 99 print [b]

Output: [99, 4, 16, 1]

a mar hade 99

(5), 4, 16,1

[5,4,16,1]

b ____