Dt: 11/8/2022 faq: wt is the diff b/w (i)Objective Code (ii)Byte Code (i)Objective Code: =>The compiled code generated from c and c++ programs is known as Objective code =>while Objective code generation OperatingSystem is participated, because of this reason Objective Code is platform dependent code. DisAdvantage: =>The ObjectiveCode generated from one PlatForm cannot be executed on other PlatForms Note: =>The c and c++ languages which are generating Objective code are PlatForm dependent languages. (ii)Byte Code: =>The CompiledCode generated from JavaPrograms is ByteCode.

=>while ByteCode generation OperatingSystem is not

participated, because of this reason ByteCode is PlatForm independent code.

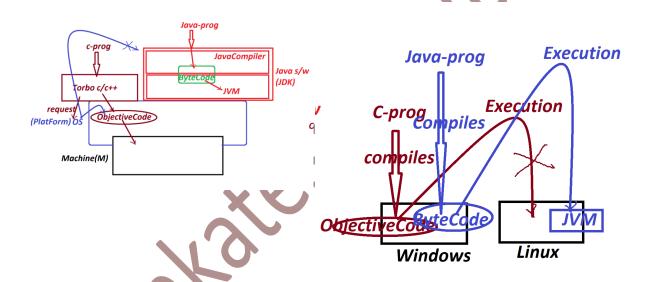
## Advantage:

=>The ByteCode which is generated from One platform can be executed on other PlatForms based on JVM.

## Note:

=>The JavaLang which is generating ByteCode is PlatForm independent language.

## Diagram:



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faq:

define High Level Language?

=>The language formats which are understandable by the user are known as High Level Languages.

faq:
define Low Level Languages?
=>The language formats which are not understandable by the
user are known as Low Level Languages.
faq:
define Translators?
=>Translators are the converters which are used to translate
High Level Language formats into Low Level Language formats and
Low Level Language formats into High Level Language formats.
=>These Translators are categorized into two types:
(i)Compilers
- Compiler translates total program at-a-time
(ii)Interpreters
- Interpreter translates the program line-by-line
Note:
=>In c and c++ languages,we use compiler in Compilation and  Execution process.
=>In Java Lang,we use compiler in compilation process and
we use both 'compiler and Interpreter' in execution process'
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faq:

define Assembly language?

=>The Intermediate language format b/w High Level Language and Low Level Language is known as Assembly language.

## Note:

=>we use Assemblers to translate Assembly Language format to
Low level language format and Low level language format to
Assembly Language format.