An Overview of Programming Languages

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Overview

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Familiar Names

- Python
- C++
- Matlab
- HTML
- R
- VBA
- ...

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An easy core question, what are the differences between Python and HTML?

Programming for different goals

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Non-strict definitions: Some languages may have specialized features for a particular domain but be applicable more broadly; or conversely may in principle be capable of broad application but in practice used primarily for a specific domain. e.g. R

Source Code

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Example (Python: Human-readable scripts)

print("Hi, you can understand what this code does.")
print("Because you know what 'print' means!")

Machine Code

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Machine code or machine language is a set of instructions executed directly by a computer's central processing unit (CPU).

Machine code is unreadable. "Looking at a program written in machine language is vaguely comparable to looking at a DNA molecule atom by atom."

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Example (???)

```
000000 00001 00010 00110 00000 100000
100011 00011 01000 00000 00001 000100
000010 00000 00000 00000 10000 000000
```

Compliers & Interpreters

Compliers

Low-level languages like C++ often need to be compiled. A compiler is a piece of software that converts the instructions in the "source code" into (typically binary) machine code that can run by the hardware. A compiler thus turns your source code into an executable file (*.exe file) that can be run.

Interpreters

Python and higher-level languages are typically interpreted languages. This means that they do not need to be compiled into an executable. Instead a piece of software called an interpreter executes the instructions in the source code line-by-line directly into machine code.

Compiling into an *.exe typically leads to greater efficiency over interpreted languages although the efficiency gap has reduced over time.

Short list of General-Purpose Languages

- C
- C++
- Python
- Java
- JavaScript
- PHP
- Go
- Objective-C

Other noticable GPLs: BASIC, Pascal, Fortran, Haskell, Lisp, Lua, Perl, Ruby and Scala.

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Notably, if you want to learn C++, then you don't have to learn C first – Although C++ has inherited C's syntax, you can still learn C++ without C. They are two languages.

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Remark: Python mainly has two versions at this moment: 2.7 & 3. Python 3 is an updated version of Python 2.7, but ironically it doesn't own compability with previous versions (You cannot run a Python 2.7 script on Python 3, vice versa.) . This property used to prevent a lot of users from adapting 3, for they wouldn't use a lot of useful libraries if they do so. The situation has been significantly improved. Nowadays most libraries are updated to Python 3.

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- C++ is strict in syntax: You have to add a; at the end of every sentences, and can't forget about quotes {}.
- But Python runs slower than C++, for the reduction in efficiency brought by the interpreter.

Example (C++: Hello World) #include <iostream> int main() { std::cout << "Hello World!";</pre>

```
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#include <iostream>
int main()
{
   std::cout << "Hello World!";
}</pre>
```

Example (Python: Hello World)

```
print("Hello, World!")
```

Short list of Domain-Specific Languages

- Web design: HTML, CSS
- Matrix programming: Matlab
- Symbolic mathematics: Mathematica, Maple
- Statistical modelling: R, Stata
- Markup language: LATEX
- Database queries: SQL
- Spread sheets: VBA

Python is different from Matlab or Mathematica in serveral ways:

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- But you can refer to two libraries in Python to do the same thing as they do, namely Numpy and Sympy!
- Numpy and Sympy are all open source and free.

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- I am doing maths so sometimes I use Mathematica for some symbolic calculations.

The End