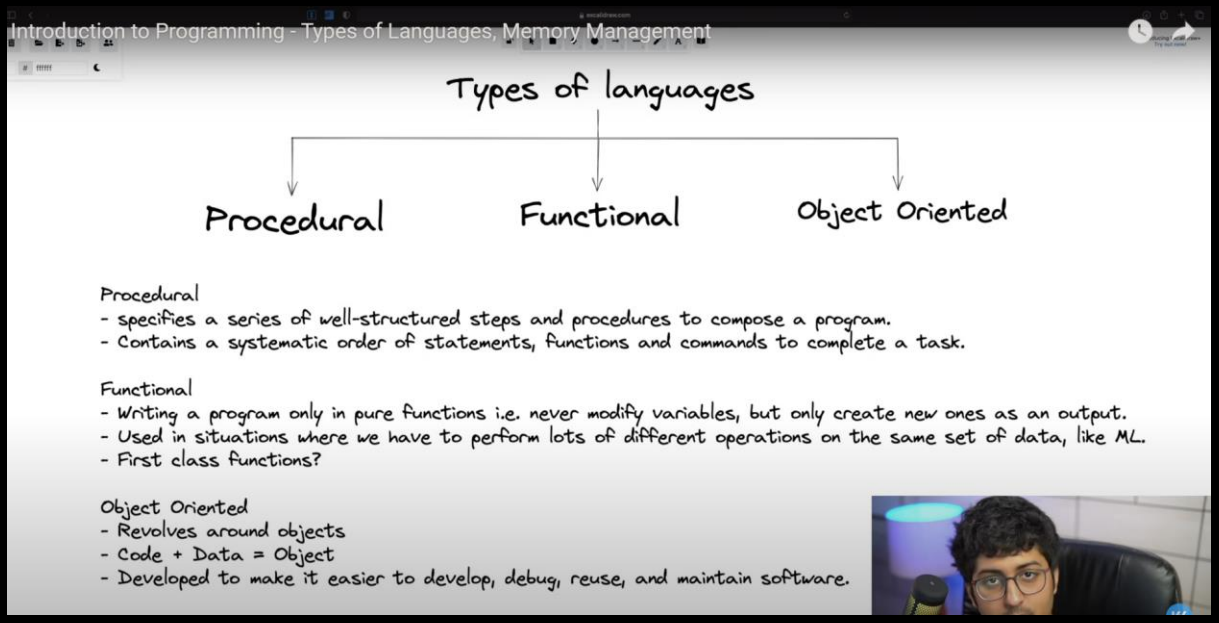
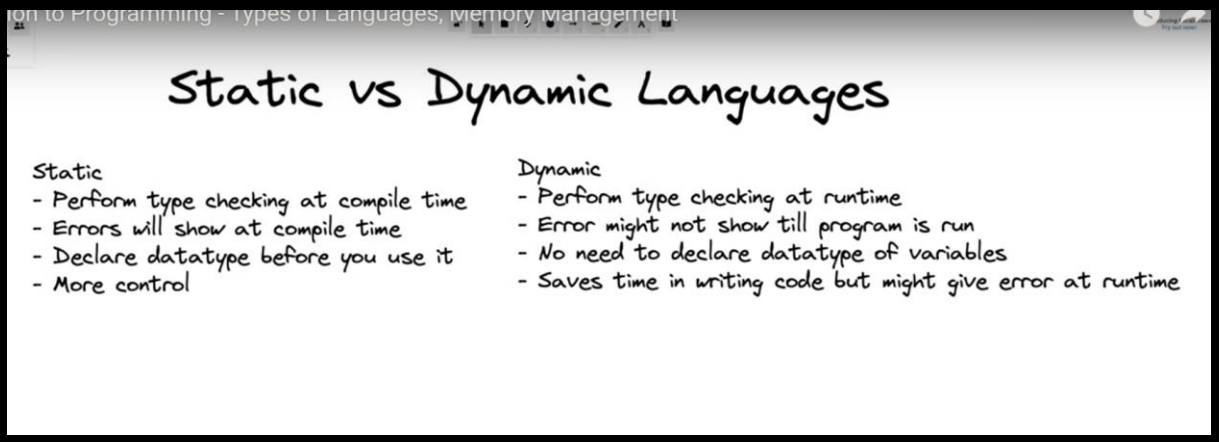
INTRODUCTION TO PROGRAMMING

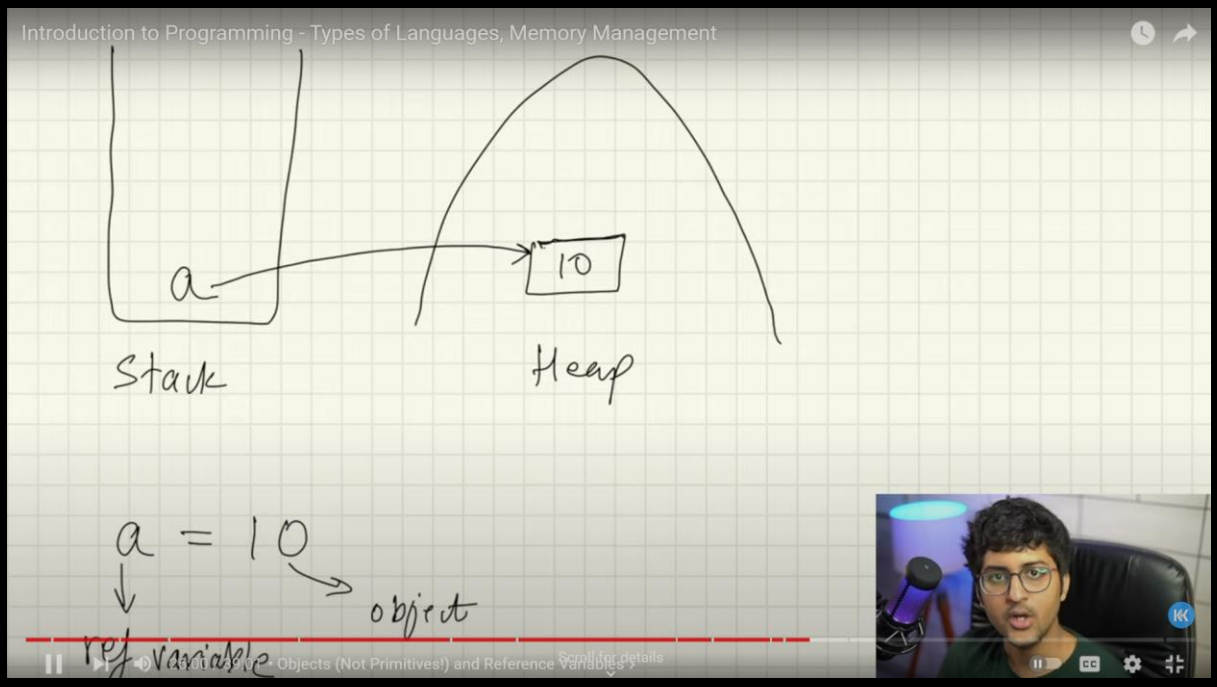


Static vs Dynamic Languages



Static Languages = C++, Java

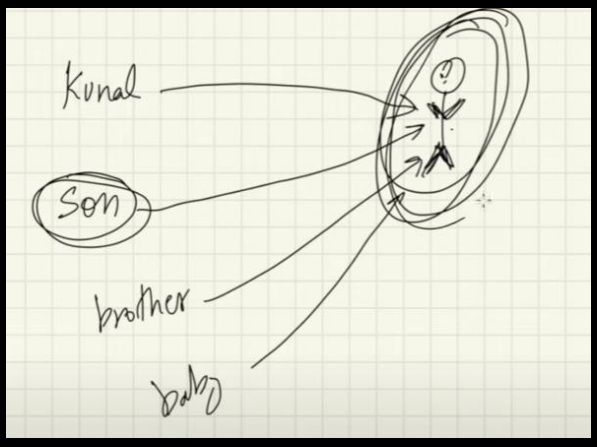
Dynamic = Python, JavaScript



Variables in stack memory and pointing towards to the heap memory

String name = “Shubham”

In these example name is reference to the object so name is stored in the stack memory and value is stored in the heap memory



More than one ref variables points to the object

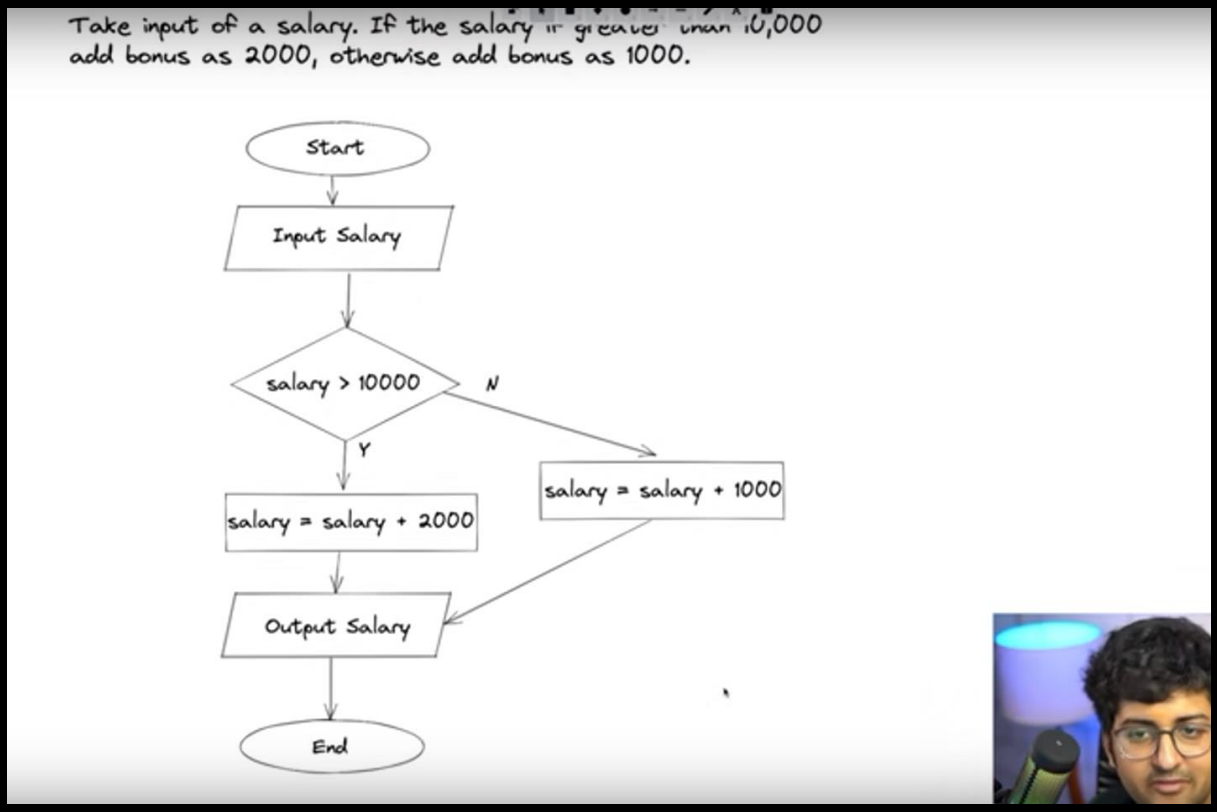
If any one of the object changes the object then it changes original objects

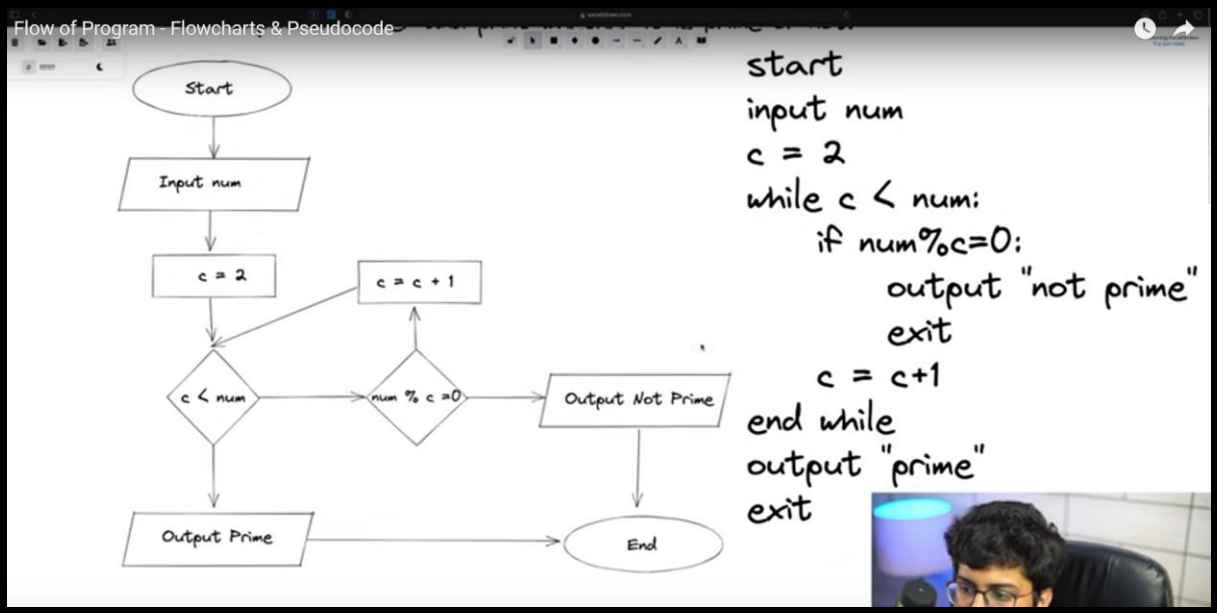
What is garbage Collection in Java?

⇒ Object who do not have reference variables pointing towards object

⇒ In that case it removes from the memory

FLOWCHARTS




Flow of Program - Flowcharts & Pseudocode
Start
Input num
c = 2
c = c + 1
c < num
num % c =0
Output Not Prime
Output Prime
End
start
input num
c = 2
while c < num:
if num%c=0:
output "not prime"
exit
c = c+1
end while
output "prime"
exit