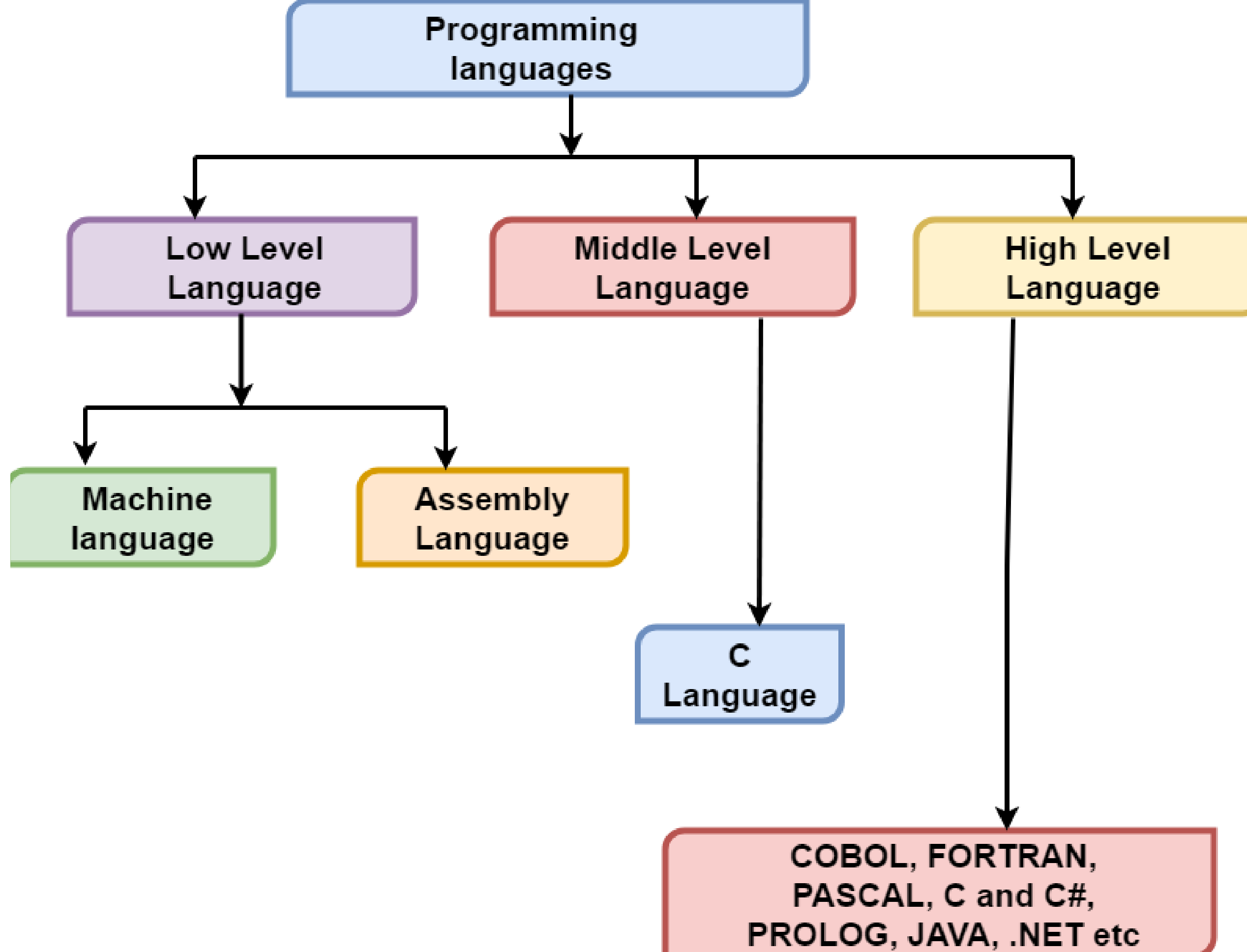


What are programming languages?

A programming language is a computer language that is used by programmers (developers) to communicate with computers

```
ion d(b){  
element=a(b)};c.VERSION="3.3.7",c.TRANSIT  
if(d||(d=b.attr("href"),d=d&&d.replace(/  
latedTarget:b[0]}),g=a.Event("show.bs.ta  
activate(b.closest("li"),c),this.activate  
dTarget:e[0]}))}}},c.prototype.activate  
)().end().find('[data-toggle="tab"]').attr  
th,b.addClass("in"):b.removeClass("fad  
r("aria-expanded",!0),e&&e())}var g=d.fi  
g.length&&h?g.one("bsTransitionEnd",f).  
ab.Constructor=c,a.fn.tab.noConflict=fur  
tab.data-api",[data-toggle="tab"],e).  
his.each(function(){var d=a(this),e=d.d  
n(b,d){this.options=a.extend({},c.DEFAU  
)).on("click.bs.affix.data-api",a.proxy  
checkPosition());c.VERSION="3.3.7",c.RE  
is.$target.scrollTop(),f=this.$element.  
l!=c?!(e+this.unpin<=f.top)&&"bottom":  
d&&"bottom"},c.prototype.getPinnedOffs  
this.$target.scrollTop()  
out/
```

Compiler

Compilers scan whole program in one go

As it scans the code in one go, the errors (if any) are shown at the end together.

Debugging is hard

Stores machine code in the disk storage.

The compiler gives intermediate code forms or object code

ex. C,C++

Interpreter

Translates program one statement at a time.

Considering it scans code one line at a time, errors are shown line by line.

Debugging is easy

Machine code is not stored anywhere.

The interpreter does not generate any intermediate code forms

ex. Python, PHP,Perl