1. Potential problems that can show the connection between readability and simplicity is, when a language uses many lines of code to do a single operation. Another problem can be if the programming language
2. Both languages are imperative, object oriented, and procedural

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| the concept of a block structure | ALGOL 58 (1960)This allowed the programmer to localize parts of programs by introducing new data environments, or scopes. |
| the first  high-level language construct for macros | COBOL 60(1960)it allowed both long names (up to 30 characters) and word-connector characters (hyphens). |
| timesharing | Basic(1971) It was easy for beginners to learn, especially those who were not science oriented, and its smaller dialects could be implemented on computers with very small memories |
| concurrently  executed subprograms | PL/I(1960)It was possible to detect and handle 23 different types of exceptions, or run-time errors. |
| user-defined data types | ALGOL 60 (1962)because they allow the user to design data abstractions that fit particular problems very closely |
| dynamic typing | APL(1960).The scope of a variable is specified in its name: A variable whose name begins with a letter has local scope; one that begins with @ is an instance variable; one that begins with $ has global scope |

1. As in scheme, Lua’s functions are first-class values. Lua support closures. These capabilities allow it to be used for functional programming. Lua has only single data structures, although in Lua’s case, it is the table. Lua’s tables extend PHP’s associate arrays. References to table elements can take the form of references to traditional arrays, associative arrays, or records. Luas uses garbage collection for its objects. It uses dynamic typing. Lua is a small and simple language, having only 21 reserved words. Much of its extensibility derives from its table data structure. Lua can conveniently be used as a scripting language extension to other languages. Lua is translated to an intermediate code and interpreted.