* ­­­­­­­­Bits
* Binary
* Logic gates
* Machine code (hexademical)
* Source code (languages) – Python, C++, C, C#, Ruby, Java, Go, Rust, BASIC, Haskell…

There is a step where the source code is **compiled** into machine code

This is called a “low-level” language (it is close to the machine; usually hard to understand)

Multiply two numbers in C:

#include <stdio.h>

int main() {

double a, b, product;

printf("Enter two numbers: ");

scanf("%lf %lf", &a, &b);

product = a \* b;

printf("Product = %.2lf", product);

return 0;

}

Other languages are **interpreted** into a different language and then compiled

This is called a “high-level” language (farther from the machine, easier to understand)

Multiply two numbers in Python:

a, b = input(“Enter two numbers”).split()

a, b = int(a), int(b)

product = a \* b

print(product)