Lesson 2: Introduction to the C++ Language SEND FEEDBACK Compiled Languages vs Scripted Languages SEARCH

the advantages and disadvantages of each.

CONCEPTS

RESOURCES

2. CODE: Write and Run Your First C...

3. Compiled Languages vs Scripted ...

4. C++ Output and Language Basics

5. CODE: Send Output to the Console

6. How to Store Data

☑ 7. Bjarne Introduces C++ Types

8. Primitive Variable Types

✓ 9. What is a Vector?

✓ 10. C++ Vectors

12. Using Auto

14. Getting Ready for Printing

15. Working with Vectors

18. CODE: Print the Board

19. If Statements and While Loops

20. Reading from a File

21. CODE: Read the Board from a File

23. Adding Data to a Vector

22. Processing Strings

24. CODE: Parse Lines from the File

25. CODE: Use the ParseLine Function

27. CODE: Formatting the Printed Bo...

26. Formatting the Printed Board

28. CODE: Store the Board using the ...

☑ 29. Great Work!

Compiled Languages vs Scripted Languages

In the previous exercise, you compiled your C++ program before running it. If this is the first time you've worked with a compiled language, you might be wondering why one might use a compiled language. What are the advantages and disadvantages?

In the next couple of videos, Bjarne compares compiled and scripted languages and discusses some of

Advantages and Disadvantages of Compiled Languages

https://youtu.be/lLdYFFIyc60

Advantages of a Dynamically Scripted Language

https://youtu.be/DedCGNJAZQY