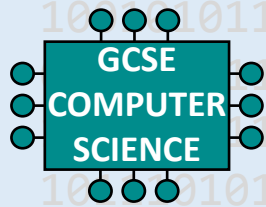


Translators and facilities of languages

Low Level Language

**“A language which is close to machine code. Related closely to the design of the machine.
A one-to-one language.”**





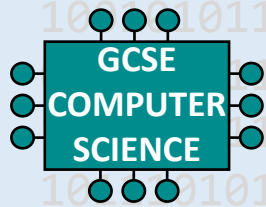
Translators and facilities of languages

High Level Language

“A language designed to help a programmer express a computer program in a way that reflects the problem that is being solved, rather than the details of how the computer will produce the solution.

One-to-many language.”



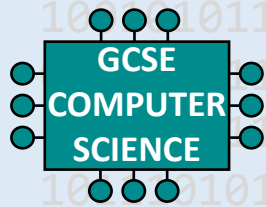


Translators and facilities of languages

Translators

“A program that translates a program written in assembly language into machine code.”



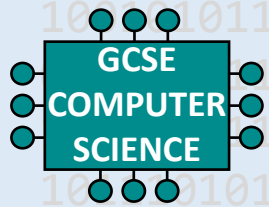


Translators and facilities of languages

Assembler

“A program that translates (assembles) a program written in assembly language into machine code.”



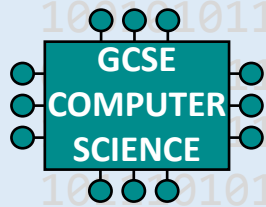


Translators and facilities of languages

Compiler

“A program that translates a high-level language program, source code, into a computer’s machine code.”



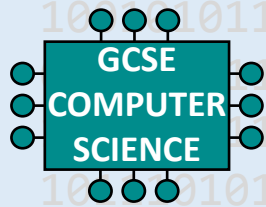


Translators and facilities of languages

Interpreter

“Translates and executes a program one statement at a time.”





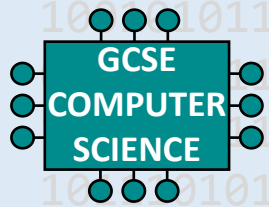
Translators and facilities of languages

IDE

“Integrated Development Environment”

“A software application that provides comprehensive facilities to computer programmers for software development. An IDE normally consists of a source code editor, build automation tools and a debugger.”



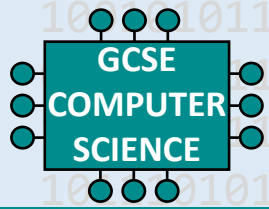


Translators and facilities of languages

Error Diagnostics

“These are tools provided by IDE’s which give detailed feedback on errors in your code.”





Translators and facilities of languages

Run-Time Environment

“A configuration of hardware and software. It includes the CPU type, operating system and any runtime engines or system software required by a particular category of applications.”

