CLASS-VI

Chap-1: COMPUTER LANGUAGES

Quick Recap:

1. Computer Language:
To communicate with the computer, we need a medium (language) that it understands. for every task and action, a computer has to be given instructions accordingly, for which we need a language to communicate with the computer.

2. Program:
It is a set of instructions that tells the computer what to do.

3. Programming:
The process of writing specific instructions in a computer language is called PROGRAMMING.

4. SYNTAX:
Each programming language has its own specific rules. These rules which we use in programming is called SYNTAX.

COMPUTER LANGUAGE

- Machine Language (1st Generation Language) (LLL) Low Level Lang.
- Assembly Language (2nd Generation Language) (LLL) Low Level Lang.
- High Level Language (3rd Generation Language)
- Fourth Generation Language (4GL)

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Chap-1: COMPUTER LANGUAGES

EXERCISE - Page No: 11 in Book BRAIN DEVELOPER

SECTION - A

A. Fill in the blanks:

1). A Program is a set of instructions, which tells the computer what to do.

2). The development of computer languages can be classified into four categories.

3). The Machine language consists of Binary numbers, i.e, 0 and 1.

4). Assemblers convert the assembly language Program into machine language.

5). High Level languages uses simple English words and Mathematical operators.

6). Assembly language uses Mnemonic codes or symbols.

7). Syntax are the rules governing the formation of statements in a programming language.

8). In Binary language, '0' means off and '1' means On state.

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B. State True or False :

1. True
2. False
3. True
4. False
5. True
6. False
7. True
8. False

C. Application-based questions:

1. High Level Language (HLL)

2. High Level Language (HLL)

SECTION - B

A. Multiple-choice questions:

1. (b)- Source Program
2. (c)- Interpreter
3. (b)- Object Program
4. (b)- John W. Tukey

B. Answer the following questions.

1. What do you mean by Machine language?

Ans: It is the only language that a computer understands. It is expressed in binary form, ie, '0' and '1', where '0' means 'off' state and '1' means 'on' state.

Machine language is also regarded as a 'Low Level Lang'.

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2. How is Assembly language different from Machine Language?

Ans:

Assembly Language	Machine Language
1) Uses Mnemonic codes or symbols instead of binary numbers.	Uses binary codes to depict operators and data.
2) Has to be converted into machine language by translator programs - (Assemblers)	The only language directly understood by a computer.

3. What are the features of a High-Level language?

Ans: The features of a High-Level language are as follows:

1. Uses English words and Mathematical operators.
2. Machine-independent.
3. Has to be converted by Translator programs, (Interpreter and Compiler)

4. Differentiate between an Interpreter and a Compiler.

Ans:

Interpreter	Compiler
1) An interpreter translates a program written in 'HLL' into 'LLL' progman line-by-line	It translates the whole program at once, i.e, it generates the object code for the program along with the list of errors.
2) Slow in their execution speed	The execution speed is faster.

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5. List any three characteristics of Fourth-Generation Languages.

Ans: The three characteristics of fourth-Generation Languages are as follows:

1. Machine-independent.
2. Minimal user skills required to obtain results.
3. Application development tool.

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