Machine Language, Assembly language, higher level languages. Introduction to C, PASCAL, ForTran, COBOL, BASIC language.

## Machine language

Every computer has its own language:

- Programs written in machine language are machine dependent and are good for those particular type of machines only.
- Machine language instructions are usually represented by binary, octal or hexadecimal number system.
- Disadvantage:
- 1. It is very difficult to make any change to a program written in machine language.
- 2. It varies from machine to machine.

## Assembly language

- In assembly language binary or octal or hexadecimal codes are replaced by symbols.
- Data-items are referred to by descriptive names ( such as Gross or Tax).
- Operations are specified in symbolic codes called 'mnemonics", instead of numeric operation codes.
- Machine cannot understand an assembly language program directly. First the assembly language program is translated into machine language by a program named 'assembler', and then machine can understand it.

## Disadvantages:

- 1. Assembly language is far from human languages (the English or other languages). So it is difficult for a programmer to program in assembly language.
- 2. It varies from machine to machine.

## Higher level language:

These languages allow the use of symbols and terminology that is familiar to human language.

- These are machine independent languages. Some programs executed in different machines with little or no alterations.
- The original program written in HLL is called 'source program'. Source program is translated into 'object program'. This object program is carried out by a program known as 'compiler'. The method is known as 'compilation'. Object program is a machine language program.

Machine language version	Assembly language version				Higher-level language-version
013737 000016 000022	GO:	MOV	В	A	
063737 000020 000022		ADD	C	A	
000000		HALT			
000100	В	WORD	100		A = B + C
000150	C	WORD	150		
000000	A	WORD	0		
		.END	GO		

Examples OF Programming Inguage: