

PUBLIC SCHOOL DARBHANGA

Learning mplified



CLASS-6

COMPUTER LANGUAGES

COMPUTER LANGUAGE

- LANGUAGE A MEDIUM TO EXPRESS OUR VIEWS AND FEELINGS.
- TO COMMUNICATE WITH A COMPUTER, WE NEED A LANGUAGE WHICH A COMPUTER UNDERSTAND THAT IS CALLED COMPUTER

LANGUAGE.

DEVELOPEMENT OF COMPUTER LANGUAGE

- MACHINE LANGUAGE
- ASSEMBLY LANGUAGE
- HIGH LEVEL LANGUAGE
- FOURTH GENERATION LANGUAGE

MACHINE LANGUAGE(FIRST GENERATION)

- IT IS ONLY LANGUAGE THAT IS COMPUTER UNDERSTANDS. IT IS EXPRESSED IN BINARY FROM I.E., '0' AND '1'.
- 0 MEANS 'OFF' STATE AND 1 MEANS 'ON'STATE
- TOUGH TO LEARN

- VERY DIFFICULT TO WRITE AND DEBUG PROGRAM IN IT.

ASSEMBLY LANGUAGE(SECOND GENERATION LANGUAGE)

- THIS LANGUAGE USES ' MNEMONIC CODES' IN PLACE OF 0 AND 1.
- EASY TO WORK WITH THIS LANGUAGE

- THIS LANGUAGE PROGRAM NEED TO CONVERT INTO MACHINE LEVEL BY USING ASSEMBLERS.

HIGH LEVEL LANGUAGE(THIRD GENERATION LANGUAGE)

- SIMPLE AND USER FRIENDLY LANGUAGE
- LANGUAGE WHICH IS MACHINE INDEPENDENT

- EASY TO LEARN AND USE IT
- EXAMPLE: BASIC, C, C++

FOURTH GENERATION LANGUAGE(4GL)

- IT IS CLOSER TO HUMAN LANGUAGE
- HIGHLY USER FRIENDLY
- VERY HIGH SPEED OF EXECUTION
- DESIGNED TO REDUCE LEVEL OF PROGRAMMING EFFORTS

- MINIMUM EFFORTS FROM THE USER TO OBTAIN ANY INFORMATION

STAY AT HOME

STAY SAFE

THANK YOU