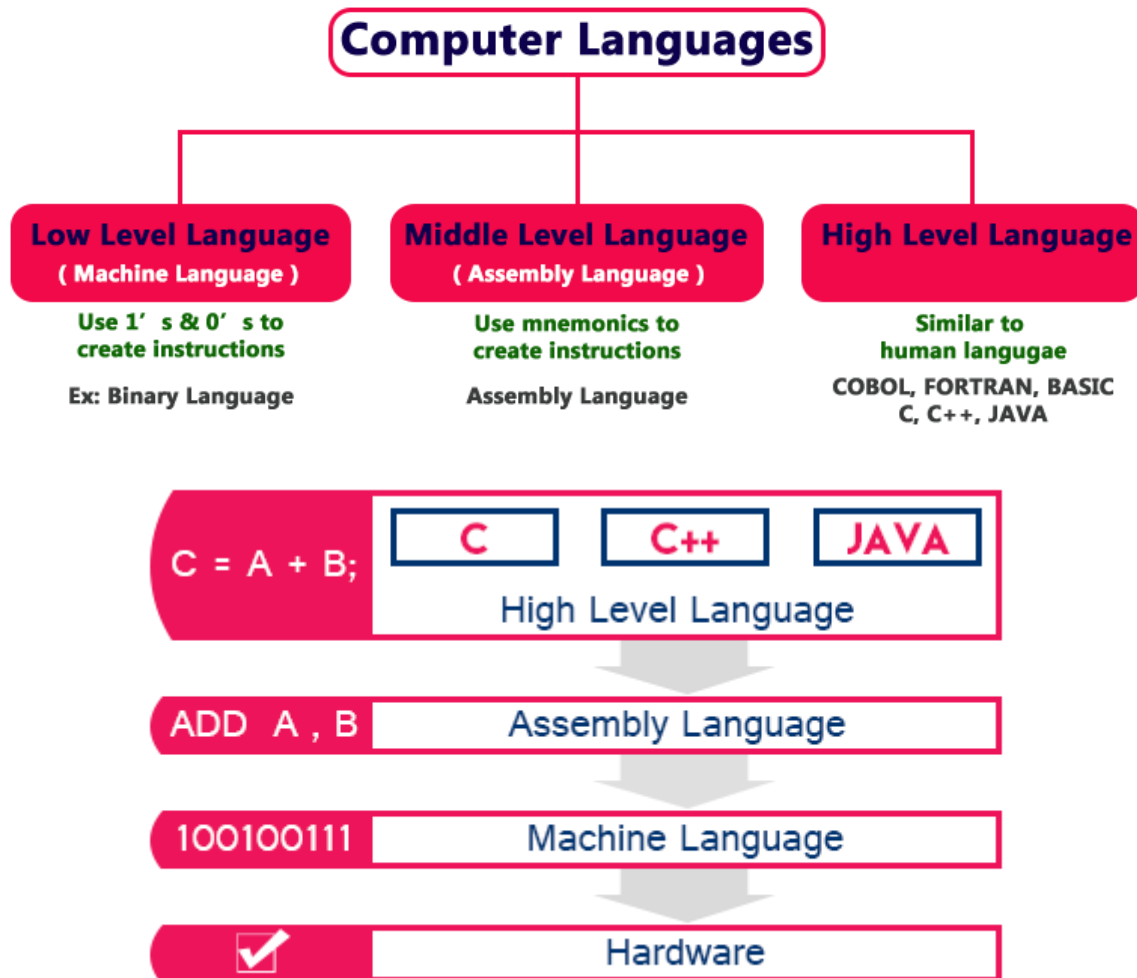


# Computer Languages

Over the years, computer languages have been evolved from Low-Level to High-Level Languages. In the earliest days of computers, only Binary Language was used to write programs. The computer languages are classified as follows:



[reference](#)

## Machine Language (low level language)

Low-Level language is the only language which can be understood by the computer. Low-level language is also known as **Machine Language**. The machine language contains only two symbols **1 & 0**. All the instructions of machine language are written in the form of binary numbers 1's & 0's. A computer can directly understand the machine language.

## Assembly Language (middle level language)

Middle-level language is a computer language in which the instructions are created using symbols such as letters, digits and special characters. **Assembly language** is an example of middle-level language. In assembly language, we use predefined words called mnemonics. Binary code instructions in low-level language are replaced with mnemonics and operands in middle-level language. But the computer cannot understand mnemonics, so we use a translator called **Assembler** to translate mnemonics into machine language.

Assembler is a translator which takes assembly code as input and produces machine code as output. That means, the computer cannot understand middle-level language, so it needs to be translated into a low-level language to make it understandable by the computer. Assembler is used to translate middle-level language into low-level language.

```
g++ -S main.cpp -o main.s
```

## High Level Language

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High-level language is a computer language which can be understood by the users. The high-level language is very similar to human languages and has a set of grammar rules that are used to make instructions more easily. Every high-level language has a set of predefined words known as Keywords and a set of rules known as Syntax to create instructions. The high-level language is easier to understand for the users but the computer can not understand it. High-level language needs to be converted into the low-level language to make it understandable by the computer. We use **Compiler** or **interpreter** to convert high-level language to low-level language.

Languages like FORTRAN, C, C++, JAVA, Python, etc., are examples of high-level languages. All these programming languages use human-understandable language like English to write program instructions. These instructions are converted to low-level language by the compiler or interpreter so that it can be understood by the computer.

## **What Does Computer Mean?**

A computer is a machine or device that performs processes, calculations and operations based on instructions provided by a software or hardware program. It has the ability to accept data (input), process it, and then produce outputs.

A computer is a device that accepts information (in the form of digitalized data) and manipulates it for some result based on a program, software, or sequence of instructions on how the data is to be processed.

## **Block Diagram of a Computer**



Moreover, the CPU conducts all the arithmetical and logical operations in the computer.

Now the CPU comprises of two units, namely - ALU (Arithmetic Logic Unit) and CU (Control Unit). Both of these units work in sync. The CPU processes the data as a whole.

Let us see what particular tasks are assigned to both units.

### **ALU - Arithmetic Logic Unit**

The Arithmetic Logic Unit is made of two terms, arithmetic and logic. There are two primary functions that this unit performs.

1. Data is inserted through the input unit into the primary memory. Performs the basic arithmetical operation on it. Like addition, subtraction, multiplication, and division. It performs all sorts of calculations required on the data. Then sends back data to the storage.
2. The unit is also responsible for performing logical operations like AND, OR, Equal to, Less than, etc. In addition to this it conducts merging, sorting, and selection of the given data.

### **CU - Control Unit**

The control unit as the name suggests is the controller of all the activities/tasks and operations. All this is performed inside the computer.

The memory unit sends a set of instructions to the control unit. Then the control unit in turn converts those instructions. After that these instructions are converted to control signals.

These control signals help in prioritizing and scheduling activities. Thus, the control unit coordinates the tasks inside the computer in sync with the input and output units.

### **Memory Unit**

All the data that has to be processed or has been processed is stored in the memory unit. The memory unit acts as a hub of all the data. It transmits it to the required part of the computer whenever necessary.

The memory unit works in sync with the CPU. This helps in faster accessing and processing of the data. Thus, making tasks easier and quicker.

There are two types of computer memory-

1. **Primary memory** - This type of memory cannot store a vast amount of data. Therefore, it is only used to store recent data. The data stored in this is

temporary. It can get erased once the power is switched off. Therefore, it is also called temporary memory or main memory.

RAM stands for Random Access Memory. It is an example of primary memory. This memory is directly accessible by the CPU. It is used for reading and writing purposes. For data to be processed, it has to be first transferred to the RAM and then to the CPU.

2. **Secondary memory** - As explained above, the primary memory stores temporary data. Thus it cannot be accessed in the future. For permanent storage purposes, [secondary memory](#) is used. It is also called permanent memory or auxiliary memory. The hard disk is an example of secondary memory. Even in a power failure data does not get erased easily.

## Output

All the information sent to the computer once processed is received by the user through the output unit. Devices like printers, monitors, projectors, etc. all come under the output unit.

The output unit displays the data either in the form of a soft copy or a hard copy. The printer is for the hard copy. The monitor is for the display. The output unit accepts the data in binary form from the computer. It then converts it into a readable form for the user.

## Generations of Computers

A generation of computers refers to the specific improvements in computer technology with time. In 1946, electronic pathways called circuits were developed to perform the counting. It replaced the gears and other mechanical parts used for counting in previous computing machines.

In each new generation, the circuits became smaller and more advanced than the previous generation circuits. The miniaturization helped increase the speed, memory and power of computers. There are five generations of computers which are described below;

## First Generation Computers

The first generation (1946-1959) computers were slow, huge and expensive. In these computers, vacuum tubes were used as the basic components of CPU and memory. These computers were mainly depended on batch operating system and punch cards. Magnetic tape and paper tape were used as output and input devices in this generation;

Some of the popular first generation computers are;

- **ENIAC** ( Electronic Numerical Integrator and Computer)
- **EDVAC** ( Electronic Discrete Variable Automatic Computer)
- **UNIVACI**( Universal Automatic Computer)
- **IBM-701**
- **IBM-650**

## Second Generation Computers

The second generation (1959-1965) was the era of the transistor computers. These computers used transistors which were cheap, compact and consuming less power; it made transistor computers faster than the first generation computers.

In this generation, magnetic cores were used as the primary memory and magnetic disc and tapes were used as the secondary storage. Assembly language and programming languages like COBOL and FORTRAN, and Batch processing and multiprogramming operating systems were used in these computers.

Some of the popular second generation computers are;

- **IBM 1620**
- **IBM 7094**
- **CDC 1604**
- **CDC 3600**
- **UNIVAC 1108**

## Third Generation Computers

The third generation computers used integrated circuits (ICs) instead of transistors. A single IC can pack huge number of transistors which increased the power of a computer and reduced the cost. The computers also became more reliable, efficient

and smaller in size. These generation computers used remote processing, time-sharing, multi programming as operating system. Also, the high-level programming languages like FORTRAN-II TO IV, COBOL, PASCAL PL/1, ALGOL-68 were used in this generation.

Some of the popular third generation computers are;

- **IBM-360 series**
- **Honeywell-6000 series**
- **PDP(Personal Data Processor)**
- **IBM-370/168**
- **TDC-316**

## Fourth Generation Computers

The fourth generation (1971-1980) computers used very large scale integrated (VLSI) circuits; a chip containing millions of transistors and other circuit elements. These chips made this generation computers more compact, powerful, fast and affordable. These generation computers used real time, time sharing and distributed operating system. The programming languages like C, C++, DBASE were also used in this generation.

Some of the popular fourth generation computers are;

- **DEC 10**
- **STAR 1000**
- **PDP 11**
- **CRAY-1(Super Computer)**
- **CRAY-X-MP(Super Computer)**

## Fifth Generation Computers

In fifth generation (1980-till date) computers, the VLSI technology was replaced with ULSI (Ultra Large Scale Integration). It made possible the production of microprocessor chips with ten million electronic components. This generation computers used parallel processing hardware and AI (Artificial Intelligence) software. The programming languages used in this generation were C, C++, Java, .Net, etc.

Some of the popular fifth generation computers are;

- **Desktop**



- **Laptop**
- **NoteBook**
- **UltraBook**
- **ChromeBook**

## Types of Computer

We can categorize computer in two ways: on the basis of data handling capabilities and size.

**On the basis of data handling capabilities**, the computer is of *three* types:

- [Analogue Computer](#)
- [Digital Computer](#)
- [Hybrid Computer](#)

### 1) Analogue Computer

Analogue computers are designed to *process analogue data*. Analogue data is continuous data that changes continuously and cannot have discrete values. We can say that analogue computers are used where we don't need exact values always such as speed, temperature, pressure and current.

Analogue computers directly accept the data from the measuring device without first converting it into numbers and codes. They measure the continuous changes in physical quantity and generally render output as a reading on a dial or scale. *Speedometer* and *mercury thermometer* are examples of analogue computers.

#### **Advantages of using analogue computers:**

- It allows real-time operations and computation at the same time and continuous representation of all data within the range of the analogue machine.
- In some applications, it allows performing calculations without taking the help of transducers for converting the inputs or outputs to digital electronic form and vice versa.

- The programmer can scale the problem for the dynamic range of the analogue computer. It provides insight into the problem and helps understand the errors and their effects.

### Types of analogue computers:

- **Slide Rules:** It is one of the simplest types of *mechanical analogue computers*. It was developed to perform *basic mathematical calculations*. It is made of two rods. To perform the calculation, the hashed rod is slid to line up with the markings on another rod.
- **Differential Analysers:** It was developed to perform *differential calculations*. It performs integration using wheel-and-disc mechanisms to solve differential calculations.
- **Castle Clock:** It was invented by *Al-Jarazi*. It was able to save programming instructions. Its height was around 11 feet and it was provided with the display of time, the zodiac, and the solar and lunar orbits. This device also could allow users to set the length of the day as per the current season.
- **Electronic Analogue Computer:** In this type of analogue computer, electrical signals flow through capacitors and resistors to simulate physical phenomena. Here, the mechanical interaction of components does not take place. The voltage of the electrical signal generates the appropriate displays.

## 2) Digital Computer

Digital computer is designed to perform calculations and logical operations at high speed. It accepts the raw data as input in the form of digits or binary numbers (0 and 1) and processes it with programs stored in its memory to produce the output. All modern computers like laptops, desktops including smartphones that we use at home or office are digital computers.

### Advantages of digital computers:

- It allows you to store a large amount of information and to retrieve it easily whenever you need it.
- You can easily add new features to digital systems more easily.
- Different applications can be used in digital systems just by changing the program without making any changes in hardware
- The cost of hardware is less due to the advancement in the IC technology.
- It offers high speed as the data is processed digitally.

- It is highly reliable as it uses error correction codes.
- Reproducibility of results is higher as the output is not affected by noise, temperature, humidity, and other properties of its components.

### 3) Hybrid Computer

Hybrid computer has features of both analogue and digital computer. It is *fast like an analogue* computer and has memory and *accuracy like digital computers*. It can process both continuous and discrete data. It accepts analogue signals and convert them into digital form before processing. So, it is widely used in specialized applications where both analogue and digital data is processed. For example, a processor is used in petrol pumps that converts the measurements of fuel flow into quantity and price. Similarly, they are used in airplanes, hospitals, and scientific applications.

#### Advantages of using hybrid computers:

- Its computing speed is very high due to the all-parallel configuration of the analogue subsystem.
- It produces precise and quick results that are more accurate and useful.
- It has the ability to solve and manage big equation in real-time.
- It helps in the on-line data processing.

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### On the basis of size, the computer can be of *five* types:

#### 1) Supercomputer

Supercomputers are the *biggest and fastest computers*. They are designed to process huge amount of data. A supercomputer can *process trillions of instructions in a second*. It has thousands of interconnected processors.

Supercomputers are particularly used in *scientific and engineering applications* such as weather forecasting, scientific simulations and nuclear energy research. The first supercomputer was developed by *Roger Cray in 1976*.

#### Characteristics or applications of supercomputers:

- It has the ability to decrypt your password to enhance protection for security reasons.
- It produces excellent results in animations.

- It is used for virtual testing of nuclear weapons and critical medical tests.
- It can study and understand climate patterns and forecast weather conditions. It can run in NOAA's system (National Oceanic and Atmospheric Administration) that can execute any type of simple and logical data.
- It helps in designing the flight simulators for pilots at the beginner level for their training.
- It helps in extracting useful information from data storage centres or cloud system. For example, in insurance companies.
- It has played a vital role in managing the online currency world such as stock market and bitcoin.
- It helps in the diagnosis of various critical diseases and in producing accurate results in brain injuries, strokes, etc.
- It helps in scientific research areas by accurately analysing data obtained from exploring the solar system, satellites, and movement of Earth.
- It also used in a smog control system where it predicts the level of fog and other pollutants in the atmosphere.

## 2) Mainframe computer

Mainframe computers are designed to support hundreds or thousands of users simultaneously. They can support multiple programs at the same time. It means they can execute different processes simultaneously. These features of mainframe computers make them ideal for big organizations like banking and telecom sectors, which need to manage and process high volume of data.

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### **Characteristics of Mainframe Computers:**

- It can process huge amount of data, e.g. millions of transactions in a second in the banking sector.
- It has a very long life. It can run smoothly for up to 50 years after proper installation.
- It gives excellent performance with large scale memory management.

- It has the ability to share or distribute its workload among other processors and input/output terminals.
- There are fewer chances of error or bugs during processing in mainframe computers. If any error occurs it can fix it quickly without affecting the performance.
- It has the ability to protect the stored data and other ongoing exchange of information and data.

### **Applications of mainframe computers:**

- In *health care*, it enabled hospitals to maintain a record of their millions of patients in order to contact them for treatment or related to their appointment, medicine updates or disease updates.
- In the *field of defence*, it allows the defence departments to share a large amount of sensitive information with other branches of defence.
- In the *field of education*, it helps big universities to store, manage and retrieve data related to their courses, admissions, students, teachers, employees and affiliated schools and colleges.
- In the *retail sector*, the retail companies that have a huge customer base and branches use mainframe computers to handle and execute information related to their inventory management, customer management, and huge transactions in a short duration.

## **3) Miniframe or Minicomputer**

It is a *midsize multiprocessing computer*. It consists of two or more processors and can support *4 to 200 users at one time*. Miniframe computers are used in institutes and departments for tasks such as billing, accounting and inventory management. A minicomputer *lies between the mainframe and microcomputer* as it is smaller than mainframe but larger than a microcomputer.

### **Characteristics of miniframe or minicomputer:**

- It is light weight that makes it easy to carry and fit anywhere.
- It is less expensive than mainframe computers.
- It is very fast compared to its size.
- It remains charged for a long time.
- It does not require a controlled operational environment.

## Applications of minicomputers:

A minicomputer is mainly used to perform three primary functions, which are as follows:

- **Process control:** It was used for process control in manufacturing. It mainly performs two primary functions that are collecting data and feedback. If any abnormality occurs in the process, it is detected by the minicomputer and necessary adjustments are made accordingly.
- **Data management:** It is an excellent device for small organizations to collect, store and share data. Local hospitals and hotels can use it to maintain the records of their patients and customers respectively.
- **Communications Portal:** It can also play the role of a communication device in larger systems by serving as a portal between a human operator and a central processor or computer.

## 4) Workstation

Workstation is a *single user computer* that is designed for *technical or scientific applications*. It has a faster microprocessor, a large amount of RAM and high speed graphic adapters. It generally *performs a specific job with great expertise*; accordingly, they are of different types such as graphics workstation, music workstation and engineering design workstation.

### Characteristics of workstation computer:

- It is a high-performance computer system designed for a single user for business or professional use.
- It has larger storage capacity, better graphics, and more powerful CPU than a personal computer.
- It can handle animation, data analysis, CAD, audio and video creation and editing.

Any computer that has the following *five features*, can be termed as a workstation or can be used as a workstation.

- **Multiple Processor Cores:** It has more processor cores than simple laptops or computers.
- **ECC RAM:** It is provided with Error-correcting code memory that can fix memory errors before they affect the system's performance.

- **RAID (Redundant Array of Independent Disks):** It refers to multiple internal hard drives to store or process data. RAID can be of different types, for example, there can be multiple drives to process data or mirrored drives where if one drive does not work than other starts functioning.
- **SSD:** It is better than conventional hard-disk drives. It does not have moving parts, so the chances of physical failure are very less.
- **Optimized, Higher end GPU:** It reduces the load on CPU. E.g., CPU has to do less work while processing the screen output.

## 5) Microcomputer

Microcomputer is also known as a personal computer. It is a general-purpose computer that is designed for individual use. It has a microprocessor as a central processing unit, memory, storage area, input unit and output unit. Laptops and desktop computers are examples of microcomputers. They are suitable for personal work that may be making an assignment, watching a movie, or at office for office work.

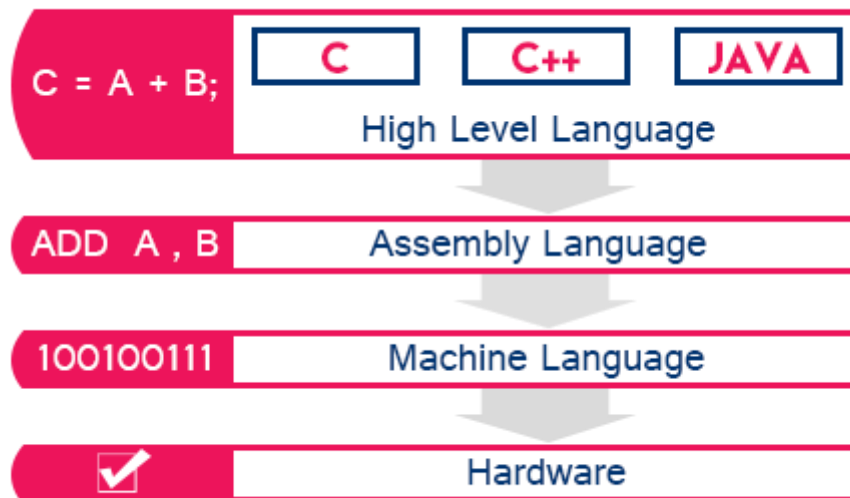
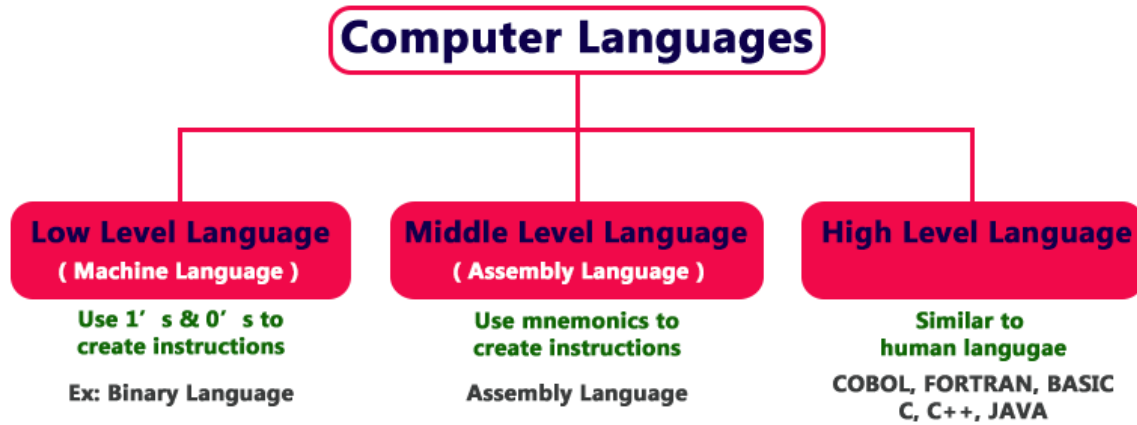
### Characteristics of a microcomputer:

- It is the smallest in size among all types of computers.
- A limited number of software can be used.
- It is designed for personal work and applications. Only one user can work at a time.
- It is less expensive and easy to use.
- It does not require the user to have special skills or training to use it.
- Generally, comes with single semiconductor chip.
- It is capable of multitasking such as printing, scanning, browsing, watching videos, etc.

## Computer Languages

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Over the years, computer languages have been evolved from Low-Level to High-Level Languages. In the earliest days of computers, only Binary Language was used to write programs. The computer languages are classified as follows:



[reference](#)

## What is a programming language?

A programming language defines a set of instructions that are compiled together to perform a specific task by the CPU (Central Processing Unit). The programming language mainly refers to high-level languages such as C, C++, Pascal, Ada, COBOL, etc.

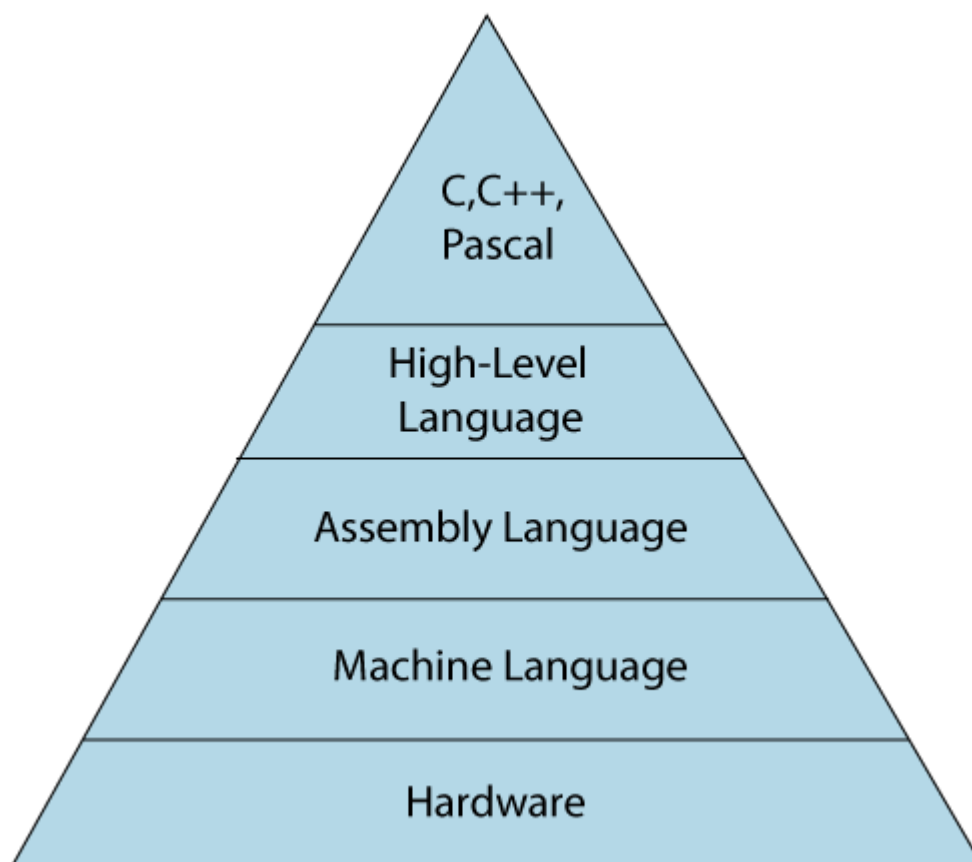
Each programming language contains a unique set of keywords and syntax, which are used to create a set of instructions. Thousands of programming languages have been developed till now, but each language has its specific purpose. These languages vary



in the level of abstraction they provide from the hardware. Some programming languages provide less or no abstraction while some provide higher abstraction. Based on the levels of abstraction, they can be classified into two categories:

- Low-level language
- High-level language

The image which is given below describes the abstraction level from hardware. As we can observe from the below image that the machine language provides no abstraction, assembly language provides less abstraction whereas high-level language provides a higher level of abstraction.



## Low-level language

The low-level language is a programming language that provides no abstraction from the hardware, and it is represented in 0 or 1 forms, which are the machine instructions. The languages that come under this category are the Machine level language and Assembly language.

## Machine-level language

The machine-level language is a language that consists of a set of instructions that are in the binary form 0 or 1. As we know that computers can understand only machine instructions, which are in binary digits, i.e., 0 and 1, so the instructions given to the computer can be only in binary codes. Creating a program in a machine-level language is a very difficult task as it is not easy for the programmers to write the program in machine instructions. It is error-prone as it is not easy to understand, and its maintenance is also very high. A machine-level language is not portable as each computer has its machine instructions, so if we write a program in one computer will no longer be valid in another computer.

The different processor architectures use different machine codes, for example, a PowerPC processor contains RISC architecture, which requires different code than intel x86 processor, which has a CISC architecture.

## Assembly Language

The assembly language contains some human-readable commands such as mov, add, sub, etc. The problems which we were facing in machine-level language are reduced to some extent by using an extended form of machine-level language known as assembly language. Since assembly language instructions are written in English words like mov, add, sub, so it is easier to write and understand.

As we know that computers can only understand the machine-level instructions, so we require a translator that converts the assembly code into machine code. The translator used for translating the code is known as an assembler.

The assembly language code is not portable because the data is stored in computer registers, and the computer has to know the different sets of registers.

The assembly code is not faster than machine code because the assembly language comes above the machine language in the hierarchy, so it means that assembly language has some abstraction from the hardware while machine language has zero abstraction.

## Differences between Machine-Level language and Assembly language

The following are the differences between machine-level language and assembly language:

Machine-level language	Assembly language
------------------------	-------------------

The machine-level language comes at the lowest level in the hierarchy, so it has zero abstraction level from the hardware.	The assembly language comes above the machine language means that it has less abstraction level from the hardware.
It cannot be easily understood by humans.	It is easy to read, write, and maintain.
The machine-level language is written in binary digits, i.e., 0 and 1.	The assembly language is written in simple English language, so it is easily understandable by the users.
It does not require any translator as the machine code is directly executed by the computer.	In assembly language, the assembler is used to convert the assembly code into machine code.
It is a first-generation programming language.	It is a second-generation programming language.

## High-Level Language

The high-level language is a programming language that allows a programmer to write the programs which are independent of a particular type of computer. The high-level languages are considered as high-level because they are closer to human languages than machine-level languages.

When writing a program in a high-level language, then the whole attention needs to be paid to the logic of the problem.

A compiler is required to translate a high-level language into a low-level language.

### Advantages of a high-level language

- The high-level language is easy to read, write, and maintain as it is written in English like words.
- The high-level languages are designed to overcome the limitation of low-level language, i.e., portability. The high-level language is portable; i.e., these languages are machine-independent.

## Differences between Low-Level language and High-Level language

**The following are the differences between low-level language and high-level language:**

<b>Low-level language</b>	<b>High-level language</b>
It is a machine-friendly language, i.e., the computer understands the machine language, which is represented in 0 or 1.	It is a user-friendly language as this language is written in simple English words, which can be easily understood by humans.
The low-level language takes more time to execute.	It executes at a faster pace.
It requires the assembler to convert the assembly code into machine code.	It requires the compiler to convert the high-level language instructions into machine code.
The machine code cannot run on all machines, so it is not a portable language.	The high-level code can run all the platforms, so it is a portable language.
It is memory efficient.	It is less memory efficient.
Debugging and maintenance are not easier in a low-level language.	Debugging and maintenance are easier in a high-level language.