### 3.4 Computer systems

### 3.4.4 Classification of programming languages and translators

| Content | Additional information | Chk |
| :---: | :---: | :---: |
| Know that there are different levels of programming language: <br> - low-level language <br> - high-level language. <br> Explain the main differences between lowlevel and high-level languages. | Students should understand that most computer programs are written in high-level languages and be able to explain why this is the case. |  |
| Know that machine code and assembly language are considered to be low-level languages and explain the differences between them. | Understand that processors execute machine code and that each type of processor has its own specific machine code instruction set. <br> Understand that assembly language is often used to develop software for embedded systems and for controlling specific hardware components. <br> Understand that assembly language has a <br> 1:1 correspondence with machine code. |  |
| Understand that all programming code written in high-level or assembly languages must be translated into machine code. <br> Understand that machine code is expressed in binary and is specific to a processor or family of processors. |  |  |
| Understand the advantages and disadvantages of low-level language programming compared with high-level language programming. |  |  |
| Understand that there are three common types of program translator: <br> - interpreter <br> - compiler <br> - assembler. <br> Explain the main differences between these three types of translator. <br> Understand when it would be appropriate to use each type of translator. | Assemblers and compilers translate their input into machine code directly <br> Intepreters do not generate machine code directly but that they call appropriate machine code subroutines within their own code to carry out commands |  |

