KNOWLEDGE ORGANISER :: TRANSLATORS

Opcode	The part of an instruction that tells the CPU the operation to be executed
Operand	The part of the instruction that tells the CPU that data or which to apply the opcode
Translator	A program that converts source code (High level) to m code (Low level)
High level code	Programming languages that are most like human language They make programming easier because the programmer can concentrate on the logic of the program and not worry about the hardware
Low level code	Binary code that a CPU can execute
Assembly Language	A low-level symbolic code made of pneumonic words converted by an assembler
Assembler	A translator for converting assembly language code to object code
Instruction set	The complete set of instructions that a processor can handle
Source code	The program written in a high-level language before conversion to machine code
Object code	The machine code produced by a computer Compiles work through the source code, spot certain errors and automatically correct them or suggest corrections
Compiler	Translates all code into a machine code file called object code Object code is stored in a file to be executed
Linker	A program used with a compiler or assembler to provide links to the libraries needed for an executable program
Interpreter	Interpreters work through the source code and translate it one command at a time then immediately execute it When errors are found the process of execution will stop
Execution	The process of running a program

Editor	A software used to write source code in a simple way
Integrated Development Environment	A software tool that provides many of the utilities required to develop a program in one place Common features may include an editor for a particular language, debugging tools, systematic progression through a program and a linker
Run time environment	All the necessary facilities to run a program on a different platform, rather than creation of a program.

HIGH LEVEL LANGUAGE
Easy for humans to underatdn

ASSEMBLY LANGUAGE
Half way between English and computer language

MACHINE CODE
Executable binary code
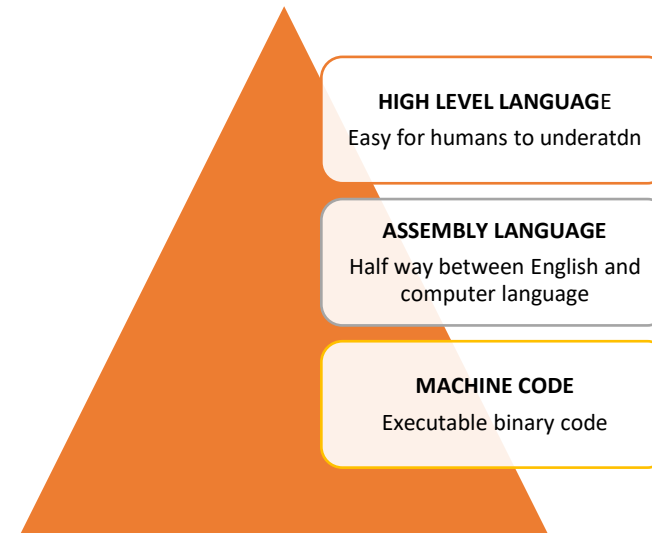
- Code should follow agreed conventions (EG Lowercase for variable names, schemes to be followed)
- Language code is written in.
- Functions used to tidy up repeated code.
- Comments explain the code clearly.
- Correct use of indentation.
- Useful identifiers (File names & Variable names)
- Code should follow agreed conventions