Every instruction, written in whatever programming language, has to be converted into **machine code** in order to be executed by the CPU

 different CPUs have a different set of machine code instructions they understand

This requires the use of a translator

#### Three types of translator:

- assembler
- compiler
- interpreter

#### **Assemblers:**

- used to turn assembly code into machine code
- 1:1 correspondence, so each line of assembly code = 1 machine code instruction
- all code assembled in one go
- efficient use of hardware and memory so programs run quickly

Assemblers work with one set of processors

### Compilers:

C and C++ are compiled languages

Used to turn a high level language into machine code (it **compiles** the code)

- breaks instructions down into small steps
- translates the whole program before running it which takes time if done each time
- creates an executable file (in machine code) which can be run by an end user (an exe file)
- exe files run quicker as the translation is already done
- end user doesn't require the compiler just the exe file
- end user can't see (or change, or copy, or steal) the source code

#### Interpreter:

Python is an interpreted language

Used to work through a high-level program creating code (it **interprets** the code)

- translates the program line by line as it is running it
- breaks each instruction down into small steps
- some of the program may work before a crash useful for development testing
- no exe file so end user requires the interpreter
- interpreter needs to run each time the program runs takes longer then an exe file
- end user needs the interpreter
- end user can see (change, copy, or steal) the source code 5

#### Interpreter:

Does **not** directly create machine code.

Works through the code using machine code subroutines within its own code to carry out commands

**Assembler** – converts assembly code into machine code

**Compiler** – fully converts high-level code into an executable machine code file

Interpreter – works through line by line converting high-level code whilst running the program