## Cheatography

# Programming Language Concepts Cheat Sheet Cheat Sheet by Matitika via cheatography.com/196209/cs/41221/

Programming languages evaluation criteria		
Readability	overall simplicity, orthogonality, data types, syntax considerations	
Writability	simplicity and orthogonality, expressivity	
Reliability	type checking, exception handling, aliasing, readability and writability	
Cost	training, writing, compilation, execution, implementation, reliability, maintenance	
Other criteria: portability generality well-definedness		

Other criteria: portability, generality, well-definedness

#### Why we study programming languages

 Increases our capacity to use different constructs

• Enables us to choose languages more intelligently

Makes learning new languages easier

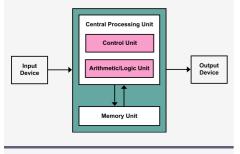
• Understading of the significance of implementation

Overall advancement of computing

### Programming languages categories

Imperative	variables, assignments and interation (C, Java, JS, Perl, )
Functional	computations via functions (LISP, Scheme, ML, F#,)
Logic	rule-based (ex: Prolog)
Markup/pr- ogr- amming hybrid	markup exteded to support programming (HTML, XML, JSTL, XSLT,)

#### von Neumann Architecture



Keep fetch-execute-cycle in mind



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