Some Notes on Computer Languages

Introduction

Most computer languages can be grouped into one of three categories. These are (1) Mark-up Languages (2) Procedural Languages (3) Object Oriented Languages. In this class this year we hope to look at all three. First we will look at mark-up languages then look at procedural and, if time, object oriented languages.

This exercise that you are doing is an example of a markup language. Texts used to be written without format then an editor would mark-up the manuscript with instructions for the printer. The printer would follow these instructions to compile and print the final document.

Computers do this currently. A web page uses a markup language called HTML around its content to tell the web browser how to format the text and create the page.