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**Terms and Definitions**

Chapter 13 Computer Languages, Applications, and Emerging Technologies

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# Chapter 13 Computer Languages, Applications, and Emerging Technologies

| **Term** | **Definition** |
| --- | --- |
| Algorithm | A set of instructions for solving a problem |
| Augmented Reality (AR) | Combines digital information and real-world information in one place |
| Compiler | A specialized software program that can convert software code written from specific languages into binary code which can then be executed directly by the computers |
| Domain-specific Languages | Computer languages optimized for specific application domains; examples include SQL, R, and MATLAB |
| Internet of Things (IOT) | Devices which serve a specific purpose and are connected to the Internet |
| Low-level Languages | Programming languages that are close to the processor’s native instruction set; sometimes called assembly language |
| Machine Learning | A subset of Artificial Intelligence that focuses on using large datasets to train models that can then predict outcome for new data sets |
| Markup Languages | Computer languages used to specify how information should be displayed or interpreted; examples include HTML, Markdown, and XML |
| Object-oriented Programming Languages | Computer languages that allow developers to create their own data types by organizing data and related functions into objects. Examples include Java, C#, and C++ |
| Procedural Programming Languages | Computer languages that use precise steps to compose programs; examples include C, Fortran, and Pascal |
| Scripting Languages | Computer languages used to automate tasks using the capabilities of existing applications; examples include AppleScript, JavaScript, and Python |
| Variable | A named storage location in a computer's memory that holds a value |