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center {
24 pt { Some Notes on Computer Languages }

bold { Introduction }

¶ Most computer languages can be grouped into one of three categories.

bullet
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.

bold { SP Mark-up 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.