

High level code and machine code | Part D

In this section, we've looked at how computers can be programmed directly using machine code, and indirectly using assembly language and high level languages such as Scratch. The latter involves more work for the computer, as the code needs to be translated by either compiling, or interpreting before it can be run. Assemblers convert assembly language code into machine code. So now you've learned how computers run programs.

Thanks very much for watching.