OCR Computer Science AS Level

1.2.2 Applications Generation

Concise Notes

Specification:

1.2.2 a)

- **Nature of applications**

1.2.2 b)

- **Utilities**

1.2.2 c)

- **Open source vs closed source**

1.2.2 d)

- **Translators**
  - Interpreters
  - Compilers
  - Assemblers

Nature of applications

Applications software

- Used by the end-user
- Perform one specific task

Examples: *desktop publishing, word processing, spreadsheets*, *web browsers.*

Systems software

- Manages computer resources
- Ensures consistently high performance.

Examples: *library programs, utility programs, operating system, device drivers.*

Utilities

- Maintain a high-performing operating system.
- Each utility has a specific function

Examples: *compression, disk defragmentation, automatic updating, automatic backup*

Open source vs closed source

- Source code: code written by a programmer

	Open source	**Closed Source**
Definition	• Can be used without a license • Distributed with the source code.	• User must hold correct license • Users cannot access source code • Company owns the copyright license.
Advantages	Improved by community effort.	Regular, well-tested updates.
	Technical support from online community.	Company provides expert support and user manuals.
	Can be modified and sold on for profit.	High levels of security as developed professionally.
Disadvantages	Inadequate support available. No user manuals.	License has restrictions about use.

	Lower security.	Users cannot modify and improve code.

Translators

- A program that converts source code into object code. There are three types:

Compiler

- Translate high-level code into machine code all at once.
- Initial compilation process is longer than using other translators.
- Compiled code is platform-specific
- Compiled code can be run without a translator present.

Interpreter

- Translate and execute code line-by-line.
- Produce an error if a line contains an error.
- Slower than running compiled code.
- Correct interpreter required to run on different platforms.
- Code is platform-independent.
- Useful for testing code.

Assembler

- Assembly code is a low-level language that is platform specific.
- Assemblers translate assembly code into machine code.
- Each line of assembly code is equivalent to almost one line of machine code.