

### **TRANSLATOR:**

Translator is defined as a computer program that converts instructions written in one language to another in terms of computer language.

### **COMPILER:**

A compiler is a computer program (or set of programs) that transforms source written in a programming language (the *source language*) into another computer language (the *target language*, often having a binary form known as *object code*). The most common reason for wanting to transform source code is to create an executable program.

The name "compiler" is primarily used for programs that translate source code from a high-level programming language to a lower level language (e.g., assembly language or machine code).

### **INTERPRETER:**

These translators translate only one instruction at a time and execute it. After execution the translation is erased from memory and next instruction is loaded for translation. Therefore translation is required again if the program is executed again. It is a limitation of interpreters that it forgets translation after execution of instruction.

### **ASSEMBLER:**

The Assemblers are language translators for low level symbolic language programs. Assemblers can translates source programs into object programs. And Assembler translates one source instruction into exact one machine code. The linking process is required on the object program to be able to execute it. Each low level symbolic language has its own assembler.