

unfortunately in most languages, including some we will very **deliberately** use in this class and that everyone in the real world these days still uses, its programs tend to look like this.

This for instance, is a distillation of that very first program I wrote in 1996 in CS50 itself just to print something on the screen. In fact, this version here... just tries to print quote **unquote**, "Hello, world." Which is, dare I say, the most **canonical** first thing that most any programmer ever gets a computer to say, just because... but look at this mess. I mean, there's a **hash symbol**, these **angled brackets**, **parentheses**, words like "int", **curly braces**, quotes, parentheses, semicolons, and **back slashes**. I mean there's more **overhead** and more **syntax** and clutter than there is an actual idea.

Now that's not to say that you won't be able to understand this before long, because honestly, there's not that many patterns, indeed programming languages have typically a much smaller **vocabulary** than any actual human language, but at first it might indeed look quite **cryptic**. But you can...

English for Computer sciences

**NAWL – New Academic Word List**