**Criteria for Language Design Evaluation**

1. **efficiency (translation and execution)** **The efficiency of the code, for example, is how we loading a simple constant ... but at least it's correct.**
2. **simplicity (readability and writability)** **a**

**wonderful way to get functionality and**

**simplicity at the same time: You write reusable code, and invoke it with a single line.**

1. **orthogonality,** **an instruction set is said to be orthogonal if it lacks redundancy (i.e., there is only a single instruction that can be used to accomplish a given task) and is designed such that instructions can use any register in any addressing mode**
2. **definiteness (syntax and semantics)**

**definiteness is a semantic feature of noun phrases (NPs), distinguishing between referents/entities that are identifiable in a given context (definite noun phrases) and entities which are not (indefinite noun phrases)**

1. **reliability**

**property of some part in computer system**

1. **program verification (correctness)**

**correctness of an algorithm is asserted when it is said that the algorithm is correct with respect to a specification**

1. **abstraction facilities (data and procedural)**

**the concept of abstraction has itself become a declarative statement – using the keywords virtuaal…**

1. **portability**

**portability testing is the process of determining**

**the degree of ease or difficulty to which a**

**software component or application can be**

**effectively and efficiently transferred from one**

**hardware, software or other operational or usage**

**environment to another**