

Compiler

Takes the source code and translates it into object code

The compiler, the source code and the object code must all be stored in the memory, there must also be additional memory for intermediate results

When an error occurs it is hard to pin point where it is in the source code

Interpreter

Each instruction is taken in turn and translated into machine code, it is then executed before the next instruction is translated.

It was developed because early personal computers lacked the memory and resources needed for compilation.

It can produce error messages as soon as the error is encountered. This makes it very useful for developers.

Slower compared to a compiled program because the original program has to be translated every time it is executed. Instructions inside a loop have to be translated each time the loop is entered.