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| High level language | Assembly language | Machine language |
| - Strong abstraction with the computer language | - Intermediate abstraction with the computer language | - No level of abstraction with the computer language |
| - It uses compiler as well as interpreter to convert instruction into machine code | - It uses the assembler to convert instruction into machine code | - It does not make use of compiler, interpreters and assembler because it does not need to be converted |
| - It is a readable and machine friendly language that can easily be interpreted and executed | - It is also a kind of low level language which is not easily readable until you know their syntax | - Machine language is in the form of 0’s and 1’s(binary format) and therefore cannot be memorized or read |
| - slow execution of programs | - Faster execution of programs | - It is considered to have the fastest execution time among the 3 |
| - It has no correspondence with the hardware and used only to write software application programs | - it is closely related to hardware and hence used to write hardware programs such as low-level embedded systems, real-time systems etc | - CDs, DVDs and Blu-ray Discs represent an application of binary form |
| - Modification here is not that tough | - Modification here is quite tough compared to high-level languages | - Modification is not possible. It has to be written from scratch for a specific type of CPU |