2 A programmer has designed a three-dimensional (3D) interactive computer game. They are going to develop a program for the game. The program needs to run efficiently, but it must also be developed as soon as possible.

(a) Tick (✓) **one** box to identify whether the programmer should use a high-level language or a low-level language to develop the program.

Explain the reasons for your choice.

High-level language ☐

Low-level language ☐

Reasons for your choice .....

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..... [4]

(b) If the programmer chooses a high-level language, they can use a compiler or an interpreter to translate the high-level language into a low-level language.

Describe the operation of a compiler and of an interpreter.

Compiler .....

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Interpreter .....

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[4]