

Programming Languages I Might Like to Learn

Abstract:

In this assignment there was no programming involved. This assignment contains 6 programming languages that I may want to pursue in the future along with a few facts and reasons behind why.

Language 1: Scala - 2004

Scala is considered a high level multipurpose language that allows both object oriented and functional programming. Scala runs on the Java platform and can even run Java programs in their current state. Scala can tackle any task that Java can and more due to its high complexity, although this high complexity comes at a cost as it's also one of its major criticisms. Scala has been used by big companies such as Netflix, Twitter and the New York Times.

Language 2: Go - 2007

Go is a programming language designed by google in 2007 with the goal of increasing programming productivity and address issues that other programming languages used at google failed to. They wanted to keep the theme of static typing and runtime efficiency as seen in the coding language C. Another aspect they wanted to apply to this language was easy readability and usability as seen in Python and Java Script. One interesting aspect in this language is the lack of needing to specify a variables type in order to keep the syntax simple for programmers. This language also supports the ability to return multiple values from a method (I have yet to use a language that supports this). This language also comes with an array of tools that help build, test and analyze code while still staying lightweight.

Language 3: Kotlin - 2011

Kotlin is a cross-platform high level programming language created by JetBrains. Kotlin can interpolate between Java and Java Virtual Machine in order to make cross platform applications that can be used on android. Kotlin is known as a troublesome language to start with though as it tries to do what java can which can make productivity amongst developers decrease.

Language 4: Dart – 2011

Dart is an object-oriented, class-based, garbage collected language that shares C like attributes with respect to syntax. Dart is seen used for client development in web and mobile apps. Dart can be used in four distinct ways: Web, Standalone, Ahead-of-Time compiled and native. This allows Dart to be highly versatile depending on which method is best for the given situation. Dart also has a completely online editor called DartPad that allows users to easily and accessibly experiment without the need to invest physical resources

Language 5: TypeScript - 2012

TypeScript is a language designed by Microsoft in 2012 that essentially brings forth more functionality to JavaScript including the option of static typing. This language was created in a way that even pure JavaScript programs will still run in the TypeScript language. TypeScript, like many other languages, was created because of the shortcomings of another (JavaScript). One major thing that TypeScript brought to the table is the use of classes.

Language 6: Swift - 2014

Swift is a language designed by Apple in order to replace the earlier programming language Objective-C. Swift is placed into the C family programming language and shares many similarities because of this. Swift is used for Linux and Mac applications and is considered a beginner to intermediate language. Swift is mainly used for Apple IOS apps which include devices like iPhones, iPads and apple watches. This language is considered light-weight, powerful and very friendly when it comes to immediate feedback when in the midst of coding.