Assignment: Programming Language I Might Like To Learn

Abstract: This assignments presents a list of programming languages that I want to learn. It has a brief description of the history of the language, some of the salient properties of this programming language and the reason that I want to learn it.

Language 1: Python

Python was developed by Gudio van Rossum in the Netherlands' Centrum Wiskunde & Informatica (CWI) in the late 1980s as a replacement for the SETL-inspired ABC programming language, which was capable of handling exceptions and interacting with the Amoeba operating system. Van Rossum bore sole responsibility for the project as the lead programmer and put into effect in December 1989.

Because of its straightforward syntax, extensive library of standards and toolkits, and interoperability with other well-known programming languages like C and C++, Python is regarded as a programming language that is simple to learn. Python is utilized in a wide range of industries, such as data science, finance, and artificial intelligence. Python is also used to create social networking platforms like Pinterest and Instagram.

The reason that I wanna learn this programming language is because of its simplicity and extensive library of standards and toolkits. I think this is gonna save much time and helps to complete the project easily.

Language 2: C

Dennis Ritchie invented it in the 1970s, and it is still quite popular and influential.C, a replacement for the programming language B, was initially created by Ritchie at Bell Labs between 1972 and 1973 to create utilities for Unix. It was used to re-implement the Unix operating system's kernel.

The capabilities of the targeted CPUs are clearly reflected in C's features by design. Operating systems, device drivers, and protocol stacks have continued to use it, albeit application software usage has decreased. The smallest microcontrollers and embedded systems to the greatest supercomputers all use the programming language C. It made the creation of more contemporary languages like Python, Ruby, and PHP possible.

I want to learn C programming language because it is a simple language to test, maintain, and debug. It made me excited to make a game in this language which I had already made in my last semester using Java.

Language 3: C#

During the development of .Net Framework, the class libraries were originally written using a manage code compiler system called ″Simple Managed C”. Then in 2001, Ander Hejlsberg developed the in a .Net Framework.

Microsoft created C# as a quicker and safer alternative to C. It is completely integrated with Microsoft's.NET software framework, which facilitates the creation of mobile apps, browser add-ons, and Windows programs. Shared codebases, a sizable code library, and a wide range of data types are all provided by C#. The preferred language for creating Windows and Microsoft applications is C#. Using the Mono.NET Framework extension, it may also be used for mobile devices and gaming consoles.

I wanted to develop a game from the beginning and knowing that Microsoft and Windows applications use this programming language to make a game, I became interested in learning this language.

Language 4: C++

C++ was created by a Danish computer scientist, Bjarne Stroustrup as an extension of the C programming language, or "C with Classes".

C++ is also effective for systems that support several platforms and devices. Programmers have created a sizable number of libraries and compilers for C++ over time. Understanding these utilities is just as crucial to learning a programming language as actually creating code.

Since it is an extended version of C language and uses classes, I wanted to try this to start some projects.

Language 5: Swift

Chris Lattner began working on Swift in July 2010 and eventually enlisted the help of numerous other Apple programmers. Swift borrowed concepts from "far too many other languages to name" including Objective-C, Rust, Haskell, Ruby, Python, C#, and CLU. The first publicly available Swift-written software was the Apple Worldwide Developers Conference (WWDC) app, which was released on June 2, 2014.

Swift is Apple’s language for developing applications for Mac computers and Apple’s mobile devices, including the iPhone, iPad, and Apple Watch.

I wanted to learn this programming language because it is used to develop IOS and macOS applications in which I am also interested in. Beside that it has a highly readable syntax, runs code quickly, and can be used for both client-side and server-side development.

Language 6: PHP

PHP is a general-purpose programming language designed specifically for web development. Rasmus Lerdorf, a Danish-Canadian programmer, first developed it in 1993, and it was made public in 1995.

When a website often requests data from a server, PHP is typically utilized for server-side web development. Being an established programming language, PHP benefits from a strong user community that has created frameworks, libraries, and automation tools to make the language more user-friendly. Debugging PHP code is also simple.

I wanted to learn about this language because PHP is the code running content-oriented websites such as Facebook, WordPress, and Wikipedia.