

Programming Languages I Might Like to Learn

Abstract

This assignment will consist of a short text for each of the 6 programming languages I might consider investing serious time and study into in order to achieve proficiency. Each short text contains the general information of each of the programming languages and will also include personal reasons on why they piqued my interest.

Programming Language #1: C

A middle-level language, C, was developed in the 1972 by Dennis Ritchie, and was intended to be a successor to the B programming language, from which it took direct influence from. After becoming widely popular in the 1980s, C went on to inspire the creation of many other languages such as C++, C#, and even a couple of other languages in this list like Python and JavaScript.

A few reasons why I might like to learn C...

1. Being a middle-level language, I believe learning this language will bridge the skill gap between low-level languages and the high-level languages already in my belt.
2. It will not be particularly easy to learn, but I believe by learning a simpler, more “direct” language, so to speak, I will be able to learn essential programming concepts as I will have to a lot of things on my own that are normally taken care of in high-level programming languages.

Programming Language #2: Objective-C

This is another language that supports OOP and expands upon the C language. What’s important about this language, however, is the fact that it was the programming language used on Apple devices before Swift came into the scene. It was developed by Tom Love and Brad Cox in the early 1980s and remains utilized

to this day. It was influenced by C and Smalltalk, and influenced languages like Groovy, Java, Nu, and Swift.

A few reasons why I might like to learn Objective-C...

1. It will enable me to better appreciate how and why Swift was developed and allow me to expand my insight as a developer.
2. It will allow me to work on older iOS applications, and hence appreciate the legacy of Apple, and how far it has come over the decades.

Programming Language #3: Python

Python is a high-level programming language first conceived by Guido van Rossum from the Netherlands around the late 1980s. Intended to be a successor to the ABC programming language and influenced by another high-level language SETL, it was first released in 1991. Over the 2000s, many new features and functionality were introduced through the numerous versions of Python, with the latest version (Python 2.7.18) being released 2020. Developers of languages like Groovy and Swift had a huge influence from the design philosophy of Python during the conception and creation of their languages.

A few reasons why I might like to learn Python...

1. Python is an extremely versatile programming language that has a myriad of applications in a plethora of industries ranging from web development to AI. By learning just this language, I will be able to execute many different tasks – which is an invaluable skill to have as a programmer.
2. Python is an Object-oriented language, meaning I will be able to achieve proficiency in this language relatively quick owing to my prior experience in Java, also an Object-oriented language.

Programming Language #4: JavaScript

JavaScript is a high-level programming language invented by Brendan Eich in 1995. It was developed for the web browser Netscape Navigator 2 which played a huge role in popularizing the World Wide Web as we know it. Being a scripting language, it took much inspiration from other scripting languages of the time

such as Scheme. However, it intended to have a similar syntax to Java. However, Java and JavaScript are vastly different in nature and do not have any direct relation whatsoever. As JavaScript got properly established, variants like TypeScript were developed as well with direct influence from JavaScript.

A few reasons why I might like to learn JavaScript...

1. It specializes in web development, which is a field that I am particularly interested in. Mastering this language will provide me with skills that other programming languages like HTML simply cannot provide, helping me advance my career in the future.
2. It is an extremely versatile language, meaning I will be able to work on both client-side and server-side projects in addition to making applications for a variety of platforms ranging from mobile to desktop.

Programming Language #5: C#

A relatively recent addition to the C family in 2000, C# is a high-level programming language designed by Anders Hejlsberg from Microsoft. The goal of the language is to create a straightforward, cutting-edge, all-purpose, object-oriented programming language. It was influenced by C, C++, and other languages like Haskell and Java. It also influenced Rust, Swift, TypeScript and many more.

A few reasons why I might like to learn C#...

1. Assuming I have C well mastered, C# is the next logical step to take. It will also be an easier step to take, since C# supports OOP.
2. This programming language is backed by Microsoft, meaning that having such a language under my belt would help me develop a variety of Microsoft-based apps in the future if I desired.

Programming Language #6: Swift

Another high-level programming language, Swift, was released in 2014 by Chris Lattner from Apple Inc., with development of the language starting back in 2010. The language is primarily used to develop web applications for iOS devices and was developed to replace Objective-C, the go-to language for iOS

applications at the time. It was influenced by languages like Python, C#, Haskell, and D, and influenced Rust.

A few reasons why I might like to learn Swift...

1. Apple's, and especially iOS devices constitute a large market share of the electronic market, and so learning a language that can develop applications for these devices is a skill I consider of significant importance.
2. It is easy to read and comprehend the syntax, which will allow for faster development time and efficiency in my opinion. Thus, it will also be significantly easier to master.