* **Compiled Programming language :**
* [Ada](https://en.wikipedia.org/wiki/Ada_(programming_language))
* [ALGOL](https://en.wikipedia.org/wiki/ALGOL)
* [ALGOL 60](https://en.wikipedia.org/wiki/ALGOL_60)
* [ALGOL 68](https://en.wikipedia.org/wiki/ALGOL_68)
* [SMALL](https://en.wikipedia.org/wiki/SMALL)
* [BASIC](https://en.wikipedia.org/wiki/BASIC)
* [PowerBasic](https://en.wikipedia.org/wiki/PowerBasic)
* [Visual Basic](https://en.wikipedia.org/wiki/Visual_Basic) (to bytecode)
* [PureBasic](https://en.wikipedia.org/wiki/PureBasic)
* [C](https://en.wikipedia.org/wiki/C_(programming_language))
* [C++](https://en.wikipedia.org/wiki/C%2B%2B)
* [C#](https://en.wikipedia.org/wiki/C_Sharp_(programming_language)) (to bytecode)
* CLEO
* [COBOL](https://en.wikipedia.org/wiki/COBOL)
* [Cobra](https://en.wikipedia.org/wiki/Cobra_(programming_language))
* [Crystal](https://en.wikipedia.org/wiki/Crystal_(programming_language))
* [D](https://en.wikipedia.org/wiki/D_(programming_language))
* [eC](https://en.wikipedia.org/wiki/EC_(programming_language))
* [Eiffel](https://en.wikipedia.org/wiki/Eiffel_(programming_language))
* [Sather](https://en.wikipedia.org/wiki/Sather)
* [Ubercode](https://en.wikipedia.org/wiki/Ubercode)
* [Erlang](https://en.wikipedia.org/wiki/Erlang_(programming_language)) (to bytecode)
* [F#](https://en.wikipedia.org/wiki/F_Sharp_(programming_language)) (to bytecode)
* [Factor](https://en.wikipedia.org/wiki/Factor_(programming_language)) (later versions)
* [Forth](https://en.wikipedia.org/wiki/Forth_(programming_language))
* [Fortran](https://en.wikipedia.org/wiki/Fortran)
* [Go](https://en.wikipedia.org/wiki/Go_(programming_language))
* [Haskell](https://en.wikipedia.org/wiki/Haskell_(programming_language))
* [Haxe](https://en.wikipedia.org/wiki/Haxe) (to bytecode or C++)
* [Java](https://en.wikipedia.org/wiki/Java_(programming_language)) (to bytecode)
* [Clojure](https://en.wikipedia.org/wiki/Clojure_(programming_language))[[2]](https://en.wikipedia.org/wiki/Compiled_language#cite_note-2)
* [Scala](https://en.wikipedia.org/wiki/Scala_(programming_language))
* [Kotlin](https://en.wikipedia.org/wiki/Kotlin_(programming_language))
* [JOVIAL](https://en.wikipedia.org/wiki/JOVIAL)
* [Julia](https://en.wikipedia.org/wiki/Julia_(programming_language)) (through [JIT](https://en.wikipedia.org/wiki/Just-in-time_compilation))
* [LabVIEW](https://en.wikipedia.org/wiki/LabVIEW), G
* [Lisp](https://en.wikipedia.org/wiki/Lisp_(programming_language))
* [Common Lisp](https://en.wikipedia.org/wiki/Common_Lisp)
* [Mercury](https://en.wikipedia.org/wiki/Mercury_(programming_language))
* [ML](https://en.wikipedia.org/wiki/ML_(programming_language))
* [Standard ML](https://en.wikipedia.org/wiki/Standard_ML)
* [Alice](https://en.wikipedia.org/wiki/Alice_(programming_language))
* [OCaml](https://en.wikipedia.org/wiki/OCaml)
* [Nim](https://en.wikipedia.org/wiki/Nim_(programming_language)) (to C, C++, or Objective-C)
* [Pascal](https://en.wikipedia.org/wiki/Pascal_(programming_language))
* [Object Pascal](https://en.wikipedia.org/wiki/Object_Pascal)
* [Delphi](https://en.wikipedia.org/wiki/Delphi_(programming_language))
* [Free Pascal](https://en.wikipedia.org/wiki/Free_Pascal) / [Lazarus](https://en.wikipedia.org/wiki/Lazarus_(IDE))
* [Modula-2](https://en.wikipedia.org/wiki/Modula-2)
* [Modula-3](https://en.wikipedia.org/wiki/Modula-3)
* [Oberon](https://en.wikipedia.org/wiki/Oberon_(programming_language))
* [Objective-C](https://en.wikipedia.org/wiki/Objective-C)
* [PL/I](https://en.wikipedia.org/wiki/PL/I)
* [RPG](https://en.wikipedia.org/wiki/IBM_RPG)
* [Rust](https://en.wikipedia.org/wiki/Rust_(programming_language))
* [Seed7](https://en.wikipedia.org/wiki/Seed7)
* [SPITBOL](https://en.wikipedia.org/wiki/SPITBOL)
* [Swift](https://en.wikipedia.org/wiki/Swift_(programming_language))
* [Vala](https://en.wikipedia.org/wiki/Vala_(programming_language))
* [Visual Foxpro](https://en.wikipedia.org/wiki/Visual_Foxpro)
* [Visual Prolog](https://en.wikipedia.org/wiki/Visual_Prolog)
* [W](https://en.wikipedia.org/w/index.php?title=W_(programming_language)&action=edit&redlink=1)
* [Zig](https://en.wikipedia.org/wiki/Zig_(programming_language))