1. Java is the main competitor of C#. They are alike in many ways – they are both statically, strongly, and manifestly typed, both are class-based object-oriented, both use garbage-collection, and both are "curly brace languages". There are both very similar to C and C++. However there are some differences – Java runs under the Java Virtual Machine, which means that a program written for one platform(PC or MAC) will run with no problem on any other platform automatically. C# is not quite as platform-independent.

2. C++ is a language which is used when you need to work closely with the hardware itself. Writing high-quality software in C++ (let’s say you are a master otherwise it is purely impossible) takes much more time and effort compared to writing in C#. However C++ is very suitable for low level programming.

3. C is a language much like C++ - also suitable for low-level programming. Being morally old it too, a programmer using it will also need much more time to produce the same amount of quality and quantity of code.

4. JavaScript (JS) is an interpreted language – unlike C# here the computer program written in JS executes every single line of code one after another, without previously compiling them into a machine language. This means two things – you won’t know your mistake until it is too late and your programs will execute much slower compared to the batch-compiled ones. However, JS is a language understood by every machine and platform, giving it the possibility to become the most famous language.