**What are the purposes of other programming languages**

What are programming languages?

A programming language is an artificial language that a computer understands. The language is made up of series of statements that fit together to form instructions.

Types of programming languages

**. Python**

**. Java**

**. C++**

**. BASIC**

**. Scratch**

1. **Python**

A high level programming language commonly used for developing websites and software, task automation, date analysis, and data visualization. Since it’s relatively easy to learn, python has been adopted by many non-programmers such as accountants and scientists, for a variety of everyday tasks, like organizing finances.

**Uses**

It is used in AI and Machine Learning. This is because it’s syntaxes are simple and easy to learn.

It is also used as a backend language in web development. It saves web developers a lot of time and energy. Python as a backend language in web development include processing data, interacting with databases and sending information between servers.

Python although not one of the top programming languages used in game development, is still incredibly popular in making simpler games. Due to python’s simplicity, the speed at which games can be created with it makes it a fabulous option for building prototypes and developing ideas in the gaming industry allowing more flexibility and faster processes than other alternatives.

1. **Java**

Java is a general purpose, class based, object-oriented programming language that features fewer implementation dependencies than other languages. Java offers a high degree of reliability and platform independence, which makes it one of the most widely used programming languages in the world.

**Uses**

Java is a general-purpose programming language used for developing software applications, Android apps, server-side technology and more.

Java is one of the world’s most widely used programming languages, designed to have as few implementation dependencies as possible to allow compiled Java code the ability to run on all platforms that support Java, without the need for recompilation.

Due to Java’s widespread support and object-oriented capabilities, it’s used for a wide range of purposes, such as client-server web applications, Android applications and analytic data processing. The programming language, as well as the accompanying software that helps developers write and operate it effectively, offers a high degree of versatility and has continually adapted over the years to remain consistent with developer demands.

1. **C++**C++ is a statically typed, compiled, general-purpose, case-sensitive, free-form programming language that supports procedural, object-oriented, and generic programming.  
    **Uses**C++ is used by hundreds of thousands of programmers in essentially every application domain.  
   C++ is being highly used to write device drivers and other software that rely on direct manipulation of hardware under real time constraints.

C++ is widely used for teaching and research because it is clean enough for successful teaching of basic concepts.  
Anyone who has used either an Apple Macintosh or a PC running Windows has indirectly used C++ because the primary user interfaces of these systems are written in C++.

1. **BASIC**BASIC stands for Beginner’s All-purpose Symbolic Instruction Code.

BASIC is good for programming simple calculations quickly, and you don’t have to learn much of the language in order to begin using it. This is because no declarations are required, programs can be quite short.

**Uses**

High-level programming languages like BASIC filter many details out so that the programmer can access simpler, more consolidated data and actions. Low-level programming, by contrast, presents raw data directly from the source. Because of this, low-level languages are more efficient, but they also are more difficult to sift through. Thus, high-level programming languages that emphasize symbols, the way BASIC does, are useful for beginners.

1. **Scratch**Scratch is a [high-level](https://en.wikipedia.org/wiki/High-level_programming_language) block-based [visual programming language](https://en.wikipedia.org/wiki/Visual_programming_language) and website aimed primarily at children as an educational tool, with a target audience of ages 8 to 16.  
     
   **Uses**

Scratch is widely used in schools around the world to introduce basic computer programming to children. It is also used outside of schools. Some teachers even use Teacher Accounts to monitor students while having fun in the Scratch Community. Children and even adults understand the fundamentals of programming with Scratch and often move on to other programming languages. During their use of Scratch, people can create, remix, and collaborate with others on Scratch projects.  
  
Users of Scratch are called 'Scratchers'. Scratchers have the capability to share their projects and get feedback. Projects can be uploaded directly from the development environment to the Scratch website and any member of the community can download the complete source code to study or remix into new projects. Scratchers can also create project studios, comment, favorite, and "love" others' projects, follow other members to see their projects and activity, and share ideas. Projects range from games and animations to practical tools. Additionally, to encourage the creation and sharing amongst users, the website frequently establishes "Scratch Design Studio" challenges.  
If you want to learn Scratch then visit GoGlobalWays.