The BASIC and Scratch programming languages are two of the most well-known languages from the history of computing. Although one is much older than the other their reasons for popularity are similar.

BASIC was exceedingly popular in the 1970s and 1980s computing world. BASIC is among the simplest programming languages and stands for “Beginner’s All-purpose Symbolic Instruction Code.” It was originally designed as an interactive mainframe timesharing language by John Kemeney and Thomas Kurtz in 1963 later is gained popularity through its use on personal computers (Rouse, 2011). Due to its simplicity, teaching introductory concepts within programming often have used BASIC as a base. BASIC continues to be widely used because it is easy and quick to learn as well as being easy to read by other programmers. Support is also available for BASIC on most operating systems. BASIC’s documentation has been translated into many national languages and often comes with sound and graphics support (Rouse, 2011). QBASIC and Visual Basic (OOP Features) are popular versions of BASIC today.

Scratch is a programming language in combination with an online community designed for children to program and share interactive media they create (Scratch - About). Scratch is a block-based programming language that involves visuals. It was developed by the MIT Media Lab. Scratch encourages the sharing, reuse, and combination of code. Scratch is popular due to its simplicity, ease of use, teachability, as well as the online community and support. Some criticize the languages as being too simplistic to actually teach or be considered programming, however, that has not stopped its popularity from growing.

Scratch and BASIC are two, simplistic and easily taught programming languages. They have gained and maintained popularity for their compatibility, teachability, ease of use, and community support. As the technology era advances these languages will continue to evolve and adapt and maintain their popularity.

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