**10 Most Popular Programming Languages Today**

## 10. C

C is the predecessor to more complex programming languages like Java and C#.C is best when you want to work small and when dealing with low-level applications. It's widely used for embedded systems like the firmware of your television or the operating system of an airplane, as well as computer operating systems like Windows. C was originally developed by [Dennis Ritchie](https://en.wikipedia.org/wiki/Dennis_Ritchie) between 1969 and 1973 at [AT&T Bell Labs](https://en.wikipedia.org/wiki/AT%26T_Bell_Labs), and used to re-implement the [Unix](https://en.wikipedia.org/wiki/Unix) operating system. It has since become one of the [most widely used](https://en.wikipedia.org/wiki/Measuring_programming_language_popularity) programming languages of all time, with C [compilers](https://en.wikipedia.org/wiki/Compiler) from various vendors available for the majority of existing [computer architectures](https://en.wikipedia.org/wiki/Computer_architecture) and operating systems.

## 9. SQL

## 8. Objective-C

## 7. PHP

PHP (which stands for Hypertext Preprocessor) is often used in conjunction with dynamic data-heavy websites and app development. PHP code can be simply mixed with [HTML](https://en.wikipedia.org/wiki/HTML) code, or it can be used in combination with various [templating engines](https://en.wikipedia.org/wiki/Web_template_system) and [web frameworks](https://en.wikipedia.org/wiki/Web_framework). It provides a ton of power and is the beating heart of monster sites like WordPress and Facebook. What's really cool about PHP is that it's an open-source language, so there are tons of free pre-built modules that you can grab and modify to get your ideal results

## 6. C#

**C#** was developed by [Microsoft](https://en.wikipedia.org/wiki/Microsoft) within its [.NET](https://en.wikipedia.org/wiki/.NET_Framework) initiative and later approved as a standard by [Ecma](https://en.wikipedia.org/wiki/Ecma_International) (ECMA-334) and [ISO](https://en.wikipedia.org/wiki/International_Organization_for_Standardization) (ISO/IEC 23270:2006). C# is one of the programming languages designed for the [Common Language Infrastructure](https://en.wikipedia.org/wiki/Common_Language_Infrastructure). C# is syntactically nearly identical to Java. C# is intended to be suitable for writing applications for both hosted and [embedded systems](https://en.wikipedia.org/wiki/Embedded_system), ranging from the very large that use sophisticated [operating systems](https://en.wikipedia.org/wiki/Operating_system), down to the very small having dedicated functions.

## 5. JavaScript

Alongside [HTML](https://en.wikipedia.org/wiki/HTML) and [CSS](https://en.wikipedia.org/wiki/CSS), JavaScript is one of the three essential technologies of [World Wide Web](https://en.wikipedia.org/wiki/World_Wide_Web) content production; the majority of [websites](https://en.wikipedia.org/wiki/Website) employ it and it is supported by all modern [web browsers](https://en.wikipedia.org/wiki/Web_browser) without [plug-ins](https://en.wikipedia.org/wiki/Browser_extension). JavaScript is [prototype-based](https://en.wikipedia.org/wiki/Prototype-based_programming) with [first-class functions](https://en.wikipedia.org/wiki/First-class_functions), making it a [multi-paradigm](https://en.wikipedia.org/wiki/Multi-paradigm) language, supporting [object-oriented](https://en.wikipedia.org/wiki/Object-oriented_programming),[[8]](https://en.wikipedia.org/wiki/JavaScript#cite_note-ECMA-262-8) [imperative](https://en.wikipedia.org/wiki/Imperative_programming), and [functional](https://en.wikipedia.org/wiki/Functional_programming) programming styles.[[6]](https://en.wikipedia.org/wiki/JavaScript#cite_note-FOOTNOTEFlanagan20111-6) It has an [API](https://en.wikipedia.org/wiki/Application_programming_interface) for working with text, [arrays](https://en.wikipedia.org/wiki/Array_data_type), dates and [regular expressions](https://en.wikipedia.org/wiki/Regular_expression), but does not include any [I/O](https://en.wikipedia.org/wiki/Input/output), such as networking, storage or graphics facilities, relying for these upon the host environment in which it is embedded.

## 4. Ruby

## 3. C++

**C++** is a general-purpose [programming language](https://en.wikipedia.org/wiki/Programming_language). It has [imperative](https://en.wikipedia.org/wiki/Imperative_programming), [object-oriented](https://en.wikipedia.org/wiki/Object-oriented_programming) and [generic](https://en.wikipedia.org/wiki/Generic_programming) programming features, while also providing facilities for low-level memory manipulation. The C++ language has two main components: a direct mapping of hardware features provided primarily by the C subset, and zero-overhead abstractions based on those mappings. Stroustrup describes C++ as "a light-weight abstraction programming language [designed] for building and using efficient and elegant abstractions";and "offering both hardware access and abstraction is the basis of C++. Doing it efficiently is what distinguishes it from other languages"

## 2. Python

**Python** is a widely used [general-purpose](https://en.wikipedia.org/wiki/General-purpose_programming_language), [high-level programming language](https://en.wikipedia.org/wiki/High-level_programming_language). Its design philosophy emphasizes code [readability](https://en.wikipedia.org/wiki/Readability), and its syntax allows programmers to express concepts in fewer [lines of code](https://en.wikipedia.org/wiki/Lines_of_code) than would be possible in languages such as [C++](https://en.wikipedia.org/wiki/C%2B%2B) or [Java](https://en.wikipedia.org/wiki/Java_%28programming_language%29). The language provides constructs intended to enable clear programs on both a small and large scale. Python is intended to be a highly readable language. It is designed to have an uncluttered visual layout, frequently using English keywords where other languages use punctuation. Furthermore, Python has a smaller number of syntactic exceptions and special cases than [C](https://en.wikipedia.org/wiki/C_%28programming_language%29) or [Pascal](https://en.wikipedia.org/wiki/Pascal_%28programming_language%29).

## 1. Java

**Java** is a general-purpose [computer programming language](https://en.wikipedia.org/wiki/Programming_language) that is [concurrent](https://en.wikipedia.org/wiki/Concurrent_computing), [class-based](https://en.wikipedia.org/wiki/Class-based_programming), [object-oriented](https://en.wikipedia.org/wiki/Object-oriented_programming), and specifically designed to have as few implementation dependencies as possible. It is intended to let application developers "[write once, run anywhere](https://en.wikipedia.org/wiki/Write_once,_run_anywhere)" (WORA), meaning that [compiled](https://en.wikipedia.org/wiki/Compiler) Java code can run on all platforms that support Java without the need for recompilation. Java applications are typically compiled to [bytecode](https://en.wikipedia.org/wiki/Java_bytecode) that can run on any [Java virtual machine](https://en.wikipedia.org/wiki/Java_virtual_machine) (JVM) regardless of [computer architecture](https://en.wikipedia.org/wiki/Computer_architecture). As of 2015, Java is one of the most [popular programming languages in use](https://en.wikipedia.org/wiki/Measuring_programming_language_popularity). The syntax of Java is largely derived from [C++](https://en.wikipedia.org/wiki/C%2B%2B). Unlike C++, which combines the syntax for structured, generic, and object-oriented programming, Java was built almost exclusively as an object-oriented language. All code is written inside classes, and every data item is an object, with the exception of the primitive data types, *i.e.* integers, floating-point numbers, [boolean values](https://en.wikipedia.org/wiki/Boolean_data_type), and characters, which are not objects for performance reasons.

Unlike C++, Java does not support [operator overloading](https://en.wikipedia.org/wiki/Operator_overloading) or [multiple inheritance](https://en.wikipedia.org/wiki/Multiple_inheritance) for *classes*, though multiple inheritance is supported for [interfaces](https://en.wikipedia.org/wiki/Interface_%28Java%29). This simplifies the language and aids in preventing potential errors and [anti-pattern](https://en.wikipedia.org/wiki/Anti-pattern) design.