The most popular language is **C** but it is not object orientated language. It is procedural language. So **C** doesn’t have classes. It is much faster than **C#** but operating with memory is too hard.

**Java** is the most popular object orientated language. Generally **Java** is using for client-server applications. It don’t have problem with memory because it has a *garbage collector*, which erase unused memory. It has classes which provide writing source code once and using it many times. **C#** get the idea of **Java** and it is very similar to it.

**C++** is object orientated language too. Same as **C#** it has classes, but it still got problems with cleaning of the memory and it is faster than **C#**.

**Objective-C** is very similar to **C#** but it still use: raw pointers, pointer arithmetic, bound-unchecked arrays, unions.

**PHP** is server-side scripting language designed for web development but it can use for general programming.

**Visual Basic** is programming language with integrated development environment for graphical programs.

**Python** is a general-purpose, high-level programming language whose design philosophy emphasizes code readability. Python's syntax allows programmers to express concepts in fewer lines of code than would be possible in languages such as C and the language provides constructs intended to enable clear programs on both a small and large scale. It is object orientated language too.

**JavaScript** is computer programming language which provide client-side scripts to interact with the user. Its syntax was influenced by the language [C](http://en.wikipedia.org/wiki/C_%28programming_language%29). JavaScript copies many names and naming conventions from Java, but the two languages are otherwise unrelated and have very different semantics.