The class is the main part of Java code. Java code is portable because it is bootstrapped from basic primitives. Native methods are the gateway between Java virtual machines and the human world. Java has an equal amount of speed, security, and portability compared to other languages like Smalltalk which lacks security. C/C++ and Java may look similar in terms of syntax, but Java and C are very different. Java is also widely used because it is supported on a variety of platforms. Its language is very compact, making it easier for programmers to remember and recall more functions. It first traded speed for portability and was more secure than C. A first person shooting game was also written in Java, showing that in addition to being fast enough to write a video game, it was also capable of web development. While Python excels at portability because it is a scripting language, Java excels at large-scale programming, like writing games (ex: Minecraft). JavaScript is a completely different language because it is an object-based scripting language. Scripting languages aren’t very complex in terms of program structure and data typing. They are simplified so that beginners can easily learn the basics of programming but do no delve very deep in terms of variables and functions. Python, one scripting language, also lacks the speed that Java has. One example is Python’s lists. Users are not required to input a designated length like Java’s arrays, making it slower since there will be more classes looping in the background because of Python’s mutable lists. Because of the simplicity and lack in speed of scripting languages, they are not capable of running large scale systems. Java was also designed to be a safe language that can protect itself from virus-laced code. It also requires less context to read and only allows each class to have only one super class. Java interfaces were made so that the multiple inheritance is not needed.