

Agenda

- Who Am I?
- What problem are we exploring?
- Programming Languages
 - C
 - C++
 - Objective C
 - Go
 - Ruby
 - Python

- Java
- Scala
- Javascript
- CoffeeScript
- Dart

Who Am I

- Allan Davis
- Twitter: @cajun_code
- Github: cajun-code
- Bitbucket: cajun_code
- Linked-in: www.linkedin.com/in/cajuncode



Number Guessing Game

- Computer thinks of a number.
- You Input a number between 1 and 100
- If that is the number the computer is thinking print "You got it"
- If it is lower than the number print "Higher"
- If it's Higher than the number print "Lower"
- If the guess is wrong have the user guess again

C

- Developed By: Dennis Ritchie @ Bell labs
- When: 1972
- Procedural language that provides an efficient mapping to machine language.

C++

Developer: Bjarne Stroustrup @ Bell labs

• When: 1983

 Object Oriented Programming language based on C

Objective C

- Developer: Brad Cox and Tim Love @ Stepstone
- When: 1983
- Adding concepts from Smalltalk to C

GO

- Developer: Robert Griesemer, Rob Pike, and Ken Thompson
- When: 2009
- Functional Concurrent Programming Language by Google

Java

- Developer: James Gosling @ Sun Microsystems
- When: 1995
- Object Orientated Programming Language derived from C++ without low level functionally

Scala

Developer: Martin Odersky

• When: 2003

 Object Orientated Language with features of a Functional language

Python

Developer: Guido van Rossum

• When: 1991

Object-oriented, imperative and functional programming Language

Ruby

- Developer: Yukihiro Matsumoto
- When: 1995
- Dynamic Typed Multi-Paradigm Programming Language

JavaScript/ ECMAScript

Developer: Brendan Eich

• When: 1994

Prototype-based scripting language

CoffeeScript

- Developer: Jeremy Ashkenas
- When: 2009
- Javascript Pre-compiler adding Ruby/Python syntax



Developer: Google

• When: 2011

Static typed language designed to replace javascript

Other languages and tools

- Perl
- PHP
- Lisp
- And Many More ...

