

¿Cuál lenguaje de programación debo escoger?

TIOBE Marzo 2021

Mar 2021	Mar 2020	Change	Programming Language	Ratings	Change
1	2	^	С	15.33%	-1.00%
2	1	•	Java	10.45%	-7.33%
3	3		Python	10.31%	+0.20%
4	4		C++	6.52%	-0.27%
5	5		C#	4.97%	-0.35%
6	6		Visual Basic	4.85%	-0.40%
7	7		JavaScript	2.11%	+0.06%
8	8		PHP	2.07%	+0.05%
9	12	^	Assembly language	1.97%	+0.72%
10	9	•	SQL	1.87%	+0.03%
11	10	•	Go	1.31%	+0.03%
12	18	*	Classic Visual Basic	1.26%	+0.49%
13	11	•	R	1.25%	-0.01%
14	20	*	Delphi/Object Pascal	1.20%	+0.48%
15	36	*	Groovy	1.19%	+0.94%
16	14	•	Ruby	1.18%	+0.13%
17	17		Perl	1.15%	+0.24%
18	15	•	MATLAB	1.04%	+0.05%
19	13	*	Swift	0.95%	-0.28%
20	19	~	Objective-C	0.91%	+0.17%



Fuente: https://www.tiobe.com/tiobe-index/

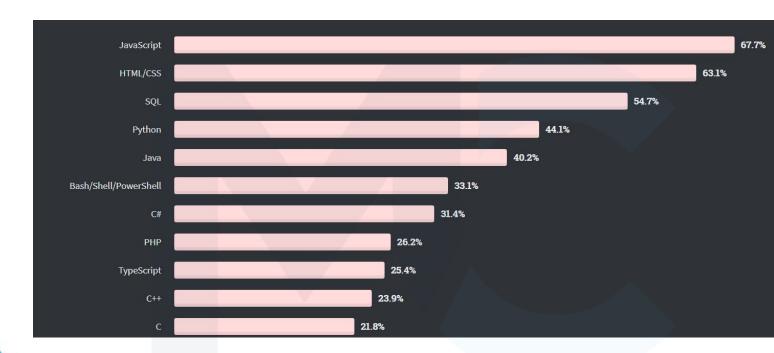
Github 2021 Q1

# Ranking	Programming Language	Percentage (Change)	Trend
1	JavaScript	18.756% (+0.053%)	
2	Python	16.628% (+0.390%)	
3	Java	11.680% (+0.742%)	
4	Go	7.829% (-1.176%)	
5	Ruby	7.588% (+0.776%)	^
6	C++	6.985% (-0.439%)	~
7	TypeScript	6.604% (-0.164%)	
8	PHP	5.081% (-0.046%)	
9	C#	3.614% (-0.221%)	
10	С	3.253% (+0.072%)	



Fuente: https://madnight.github.io/githut/#/pull_requests/2021/1

Stackoverflow 2020





Fuente:

https://insights.stackoverflow.com/survey/2020#technology-programming-sc ripting-and-markup-languages-all-respondents

Desarrollo Desktop











- AWT
- Swing
- JavaFX
- Windows Forms
- Windows Presentation Foundation (WPF)
 Universal Windows Platform (UWP)
- GTK

- QT
- SDL
- DirectX
- OpenGL



- PyQT
- Tkinter
- Kivy
- WxPython
- PyGUI



- Electron
- NW.js
- AppJS
- Meteor
- Proton Native
- React Native
- NodeGUI



- GTK
 - Glimmer
- Go-gtkgotk3
- qt
- walk



kdabir/awesome-groovy



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- NVV.JS AppJS
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- GTK
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- qt
- walk



kdabir/awesome-groovy



Desarrollo Web





Java







- Angular
- React.js
- Vue.js
- **JQuery**
- Svelte Next.js
- NestJS*
- Nodejs* (Express)



- Gorilla
- Martini
- Beego
- Gin
- Buffalo

- Servlets JSP JSF
- Primefaces Omnifaces
- **Spring Boot**
- Spring MVC
- Webflux
- Thymeleaf
- Struts
- Play
- Vaadin
- **GWT**
- ZK



- ASP .NET
- ASP.NET MVC Web API
- Spring.NET
 - **NET Core**
- Laravel Symfony
- CodeIgniter Zend
- Yii

- Django
- CherryPy Pyramid
 - Grok
 - Flask



- Ruby on Rails
- Sinatra



- Spring Boot
 - Spring MVC (REST)



- Grails Spring Boot
- kdabir/awesome-groovy



- Sactix-web
- rocket
- tide
- warp



Desarrollo Web







ASP.NET MVC •

Web API

Spring.NET



Laravel

Zend

Yii

Symfony

CodeIgniter •



Django

CnerryPy

Pyramid

Grok

Flask

- Angular
 - React.js
 - Vue.jsJQuery
 - Svelte
 - Next.js
 - NestJS*
- Nodejs* (Express)



- GorillaMartiniBeego
- Gin
- Buffalo

- Servlets JSP
- JSF
- Primefaces
- Omnifaces Spring Boot
- Spring MVC
- Webflux
- Thymeleaf
- StrutsPlay
- Vaadin
- GWT
- ZK





Sinatra



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Spring Boot Spring MVC (REST)



- Grails
- Spring Boot
- kdabir/awesome-groovy



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- warp



Desarrollo Móvil











Flutter

Android SDK

- iOS SDK
- IONIC
- ReactNative
- NativeScript
- JQuery Mobile
- PhoneGap*



Xamarin







• Xamarin



Machine Learning y Análisis de Datos



- NumPy
- SciPy
- Scikit-learn
- TensorFlow
- Keras
- PyTorch
- Pandas



- DBI
- odbc RMySQL,
 - RPostgresSQL, **RSQLite**
- tidyverse
- ggplot2



- Deeplearning4j
 - JavaML Weka
 - **JSAT** MOA



- Breeze Saddle
- Scalalab •
- Epic
- Apache Spark



- Synaptic Brain.js
- TensorFlow.js Mind
- ConvNetJS
- Keras.Js



PL/SQL

T-SQL

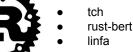
PL/PgSQL

- Flux
- Mocha.jl TensorFlow.jl
- ScikitLearn.jl
 - Merlin
- MXNet.il



eBay/tsv-utils







Clojure BigData Solutions



Machine Learning y Análisis de Datos





- SciPy
- Scikit-learn
- TensorFlow
- Keras
- PyTorch
- Pandas



- DBI
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- Deeplearning4i
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- Breeze Saddle
- Scalalab
 - Epic
 - Apache
 - Keras.Js Spark



Synaptic

Brain.js

Mind



TensorFlow.js ●

ConvNetJS





PL/SQL

PL/PgSQL

T-SQL



- Flux Mocha.jl
- TensorFlow.jl
- ScikitLearn.jl
- Merlin
- MXNet.il



eBay/tsv-utils



tch rust-bert linfa



Clojure BigData Solutions



Videojuegos











- SFML
- **GLFW** Unity

- MonoGame
- Cocos2d-x
- Phaser
- Banshee 3D

- Unity
- Duality **AGKSharp**

- Jumper
- Vivid
 - **Busted** Lume
- **LWJGL** LibGDX Qt Jambi
- Pygame PyKyra
- Pyglet
- PyOpenGL
- Kivy
- Panda3D
- Cocos2d
- Arcade



VR



Videojuegos









LWJGL





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- Unity
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VR



Scripting, Network, Batch, Mainframes, OS, Servers





























Scripting, Network, Batch, Mainframes, OS, Servers



















```
**** COMMODORE 64 BASIC U2 ****
     64K RAM SYSTEM 38911 BASIC BYTES FREE
  READY.
load"CIRCLE.BAS"
REHOV.

run

Circle & Sphere Formulas

Radius? 5:

Circle Circumference = 31.415927

Circle Area = 78.5398175

Sphere Surface Area = 314.15927

Sphere Volume = 523.598784
18 PRINT "Circle & Sphere Formulas"
20 Pl = 3.1415927
30 INPUT "Radius"; R
48 PRINT "Circle Circumference = "; 2 * Pl * R
50 PRINT "Circle firea = "; Pl * R^2
50 PRINT "Sphere Surface firea = "; 4 * Pl * R^2
70 PRINT "Sphere Uolume = "; 4 / 3 * Pl * R^3
80 END
RENDY.
```





¡Gracias Coders!