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### Language Preferences

**Rust** - Rust was made available to the public in 2010. Even though it is still considered very new and not a mature language, it has skyrocketed in popularity. A Stack Overflow Developer Survey listed Rust as the most loved programming language from 2016-2019. Rust was a product of Mozilla Research primarily designed by Gordon Hoare. Rust was developed to be very similar to C++ but with more safety protocols placed on memory, all while keeping the same high level performance. The compiler for Rust is free and open-source and licensed under MIT and Apache 2.0. I am very interested in learning Rust as C++ is my favorite language I have worked with, and Rust is also a very sought after language by employers.

**GO** - Go is also known as Golang by many. Go was originally developed at Google in 2007 by Robert Griesemer, Rob Pike, and Ken Thompson. The reason Golang was developed was in response to criticisms of different languages used by Google. With Go, they brought together the most useful characteristics. Golang is heavily based on the C programming language but a greater influence on readability and writability. I am interested in Go because I am currently working on an Operating System written in C so

I think it would be very interesting to see how C inspired this language and see differences and similarities.

**Kotlin-** Kotlin was first released to the public in 2011 and was developed by JetBrains. Kotlin is supported by Google for mobile development with Android devices, and is the preferred language since May 2019. Kotlin is heavily influenced by C#, Java, and Python. The reason I am most interested in Kotlin is to see why Google favored it so much for their own application development over anything else.