

F# functional, microsoft, cross platform
based on .NET framework, hard to learn?
time consuming to learn possibly and possibly badd code

Vala
GNOME project : -> C code -> machine code
object orientation for C
probably efficient case C

Crystal - compiled (looks like ruby)
union types (Int | String)
no nullable types (Nil)

Think about runtime performance
compiled or interpreted?
type checking: static or dynamic?
strongy or weakly?

Templates(C) vs Generics(Java)
Templates recompiled each time at compile time
Generics only one at compile time

Consider for report
-type checking
-memory management (gc or explicit)

Look at language benchmark site