**Java** – Java and C# are similar programming languages that are statically, [strongly](http://en.wikipedia.org/wiki/Strong_typing), and [manifestly](http://en.wikipedia.org/wiki/Manifest_typing) [typed](http://en.wikipedia.org/wiki/Type_system), both are [class-based](http://en.wikipedia.org/wiki/Class_%28computer_science%29) [object-oriented](http://en.wikipedia.org/wiki/Object-oriented_programming), both are designed with semi-[interpretation](http://en.wikipedia.org/wiki/Interpreter_%28computing%29) or [runtime compilation](http://en.wikipedia.org/wiki/Just-in-time_compilation) in mind, both use [garbage-collection](http://en.wikipedia.org/wiki/Garbage_collection_%28computer_science%29), and both are "[curly brace languages](http://en.wikipedia.org/wiki/Curly_bracket_programming_language)" like [C](http://en.wikipedia.org/wiki/C_%28programming_language%29) and [C++](http://en.wikipedia.org/wiki/C%2B%2B). Java is a [computer programming language](http://en.wikipedia.org/wiki/Computer_programming_language) that is [concurrent](http://en.wikipedia.org/wiki/Concurrent_computing), [class-based](http://en.wikipedia.org/wiki/Class-based), [object-oriented](http://en.wikipedia.org/wiki/Object-oriented_programming), and specifically designed to have as few implementation dependencies as possible. It is intended to let application developers "[write once, run anywhere](http://en.wikipedia.org/wiki/Write_once,_run_anywhere)" (WORA), meaning that code that runs on one platform does not need to be recompiled to run on another. Java applications are typically [compiled](http://en.wikipedia.org/wiki/Compiler) to [bytecode](http://en.wikipedia.org/wiki/Java_bytecode) ([class file](http://en.wikipedia.org/wiki/Class_%28file_format%29)) that can run on any [Java virtual machine](http://en.wikipedia.org/wiki/Java_virtual_machine) (JVM) regardless of [computer architecture](http://en.wikipedia.org/wiki/Computer_architecture).

**PHP** - It is suitable for developing small web sites and web applications, but it gives rise to serious difficulties when implementing large and complicated software systems. In the software industry PHP is used first and foremost for small projects, because it can easily lead developers into writing code that is bad, disorganized and hard to maintain, making it inconvenient for more substantial projects.

**JavaScript** -a [dynamic](http://en.wikipedia.org/wiki/Dynamic_programming_language) computer [programming language](http://en.wikipedia.org/wiki/Programming_language). It is most commonly used as part of [web browsers](http://en.wikipedia.org/wiki/Web_browser), whose implementations allow [client-side scripts](http://en.wikipedia.org/wiki/Client-side_scripting) to [interact with the user](http://en.wikipedia.org/wiki/User_interface), control the browser, communicate [asynchronously](http://en.wikipedia.org/wiki/Ajax_%28programming%29), and alter the [document content](http://en.wikipedia.org/wiki/Document_Object_Model) that is displayed. It is also being used in server-side programming, game development and the creation of desktop and mobile applications. JavaScript is a [prototype-based](http://en.wikipedia.org/wiki/Prototype-based) [scripting language](http://en.wikipedia.org/wiki/Scripting_language) with [dynamic](http://en.wikipedia.org/wiki/Dynamic_language) typing and has [first-class functions](http://en.wikipedia.org/wiki/First-class_functions). Its [syntax](http://en.wikipedia.org/wiki/JavaScript_syntax) was influenced by [C](http://en.wikipedia.org/wiki/C_%28programming_language%29). JavaScript copies many names and naming conventions from [Java](http://en.wikipedia.org/wiki/Java_%28programming_language%29), but the two languages are otherwise unrelated and have very different semantics. The key design principles within JavaScript are taken from the [Self](http://en.wikipedia.org/wiki/Self_%28programming_language%29) and [Scheme](http://en.wikipedia.org/wiki/Scheme_%28programming_language%29) programming languages. It is a [multi-paradigm](http://en.wikipedia.org/wiki/Multi-paradigm) language, supporting [object-oriented](http://en.wikipedia.org/wiki/Object-oriented_programming), [imperative](http://en.wikipedia.org/wiki/Imperative_programming), and [functional](http://en.wikipedia.org/wiki/Functional_programming) programming styles.

**HTML** – itis the main [markup language](http://en.wikipedia.org/wiki/Markup_language) for creating [web pages](http://en.wikipedia.org/wiki/Web_page) and other information that can be displayed in a [web browser](http://en.wikipedia.org/wiki/Web_browser). HTML is written in the form of [HTML elements](http://en.wikipedia.org/wiki/HTML_element) consisting of *tags* enclosed in [angle brackets](http://en.wikipedia.org/wiki/Angle_brackets) (like <html>), within the web page content. HTML tags most commonly come in pairs like <h1> and </h1>, although some tags represent *empty elements* and so are unpaired, for example <img>. The first tag in a pair is the *start tag*, and the second tag is the *end tag* (they are also called *opening tags* and *closing tags*). In between these tags web designers can add text, further tags, [comments](http://en.wikipedia.org/wiki/Comment_%28computer_programming%29) and other types of text-based content. The purpose of a [web browser](http://en.wikipedia.org/wiki/Web_browser) is to read HTML documents and compose them into visible or audible web pages. The browser does not display the HTML tags, but uses the tags to interpret the content of the page.

**Python** - a widely used [general-purpose](http://en.wikipedia.org/wiki/General-purpose_programming_language), [high-level programming language](http://en.wikipedia.org/wiki/High-level_programming_language).Its design philosophy emphasizes code [readability](http://en.wikipedia.org/wiki/Readability), and its syntax allows programmers to express concepts in fewer [lines of code](http://en.wikipedia.org/wiki/Lines_of_code) than would be possible in languages such as [C](http://en.wikipedia.org/wiki/C_%28programming_language%29). The language provides constructs intended to enable clear programs on both a small and large scale. Python supports multiple [programming paradigms](http://en.wikipedia.org/wiki/Programming_paradigm), including [object-oriented](http://en.wikipedia.org/wiki/Object-oriented_programming), [imperative](http://en.wikipedia.org/wiki/Imperative_programming) and [functional programming](http://en.wikipedia.org/wiki/Functional_programming) or [procedural](http://en.wikipedia.org/wiki/Procedural_programming) styles. It features a [dynamic type](http://en.wikipedia.org/wiki/Dynamic_type) system and automatic [memory management](http://en.wikipedia.org/wiki/Memory_management) and has a large and comprehensive [standard library](http://en.wikipedia.org/wiki/Standard_library). Like other [dynamic languages](http://en.wikipedia.org/wiki/Dynamic_language), Python is often used as a [scripting language](http://en.wikipedia.org/wiki/Scripting_language), but is also used in a wide range of non-scripting contexts.