



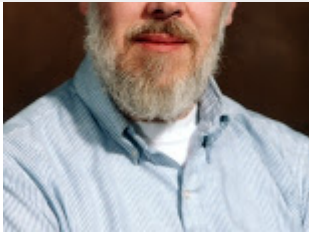
Language	Year	Developed By
Algol	1960	International Group
BCPL	1967	Martin Richard
B	1970	Ken Thompson
Traditional C	1972	Dennis Ritchie
K & R C	1978	Kernighan & Dennis Ritchie
ANSI C	1989	ANSI Committee
ANSI/ISO C	1990	ISO Committee
C99	1999	Standardization Committee

## What is C-Language?

C is a high-level and general-purpose programming language that is ideal for developing firmware or portable applications. Originally intended for writing system software. C was invented to write an operating system called UNIX.

## Who developed C-Language?

C was developed at Bell Laboratories in 1972 by Dennis Ritchie. In 1978, Brian Kernighan and Dennis Ritchie produced the first publicly available description of C, now known as the K&R standard.



personally the programs that make up the operating system. C was adopted as a system development language because it produces code that runs nearly as fast as the code written in assembly language. Some examples of the use of C might be –

Operating Systems

Language Compilers

Assemblers

Text Editors

Print Spoolers

Network Drivers

Modern Programs

Databases

Language Interpreters

Utilities

## Why was C-Language developed?

Many of its principles and ideas were taken from the earlier language B and B's earlier ancestors BCPL and CPL. CPL ( Combined Programming Language ) was developed with the purpose of creating a language that was capable of both high levels, machine-independent programming and would still allow the programmer to control the behavior of individual bits of information. The one major drawback of CPL was that it was too large for use in many applications. In 1967, BCPL ( Basic CPL ) was created as a scaled down version of CPL while still retaining its basic features. In 1970, Ken Thompson, while working at Bell Labs, took this process further by developing the B language. B was a scaled down version of BCPL written specifically for use in systems programming. Finally, in 1972, a co-worker of Ken Thompson, Dennis Ritchie, returned some of the generality found in BCPL to the B language in the process of developing the language we now know as C.

The following are used in computer games:

- UNIX operating system
- computer games

## JAVA

### What is JAVA?



Java is a general-purpose computer programming language that is concurrent, class-based, object-oriented, and specifically designed to have as few implementation dependencies as possible. It

is intended to let application developers "write once, run anywhere" (WORA), meaning that compiled Java code can run on all platforms that support Java without the need for recompilation.

#### Who developed JAVA?

James Gosling, Mike Sheridan, and Patrick Naughton initiated the Java language project in June 1991. The small team of sun engineers called Green Team. The language was originally called OAK, and at the time it was



changed the name to Java and modified the language to take advantage of the burgeoning World Wide Web.

## Why use JAVA?

There are lots of applications and websites that will not work unless you have Java installed, and more are created every day. Java is fast, secure, and reliable. From laptops to datacenters, game consoles to scientific supercomputers, cell phones to the Internet, Java is everywhere!

- Excellent tooling: IDE, CI, etc.
- A vast array of 3rd party libraries.
- A Huge amount of documentation available.
- A Large pool of developers available.
- Platform ubiquitous.
- Excellent performance.
- Excellent specification.
- Sturdy garbage collection.
- Managed memory.
- Native threads.
- Choice - implemented by multiple vendors.

## PYTHON

### What is Python?

Python is a clear and powerful object-oriented programming language, comparable to Perl, Ruby, Scheme, or Java.

In technical terms, Python is an object-oriented, high-level programming



development. It is extremely attractive in the field of Rapid Application Development because it offers dynamic typing and dynamic binding options.

## Who developed Python?



Python created by Guido van Rossum and first released in 1991 at Centrum Wiskunde & Informatica (CWI) in the Netherlands as a successor to the ABC language (itself inspired by SETL) capable of exception handling and interfacing with the operating system Amoeba.

## Why use Python?

- Python's expansive library of open source data analysis tools, web frameworks, and testing instruments make its ecosystem one of the largest out of any programming community.
- Beginner Friendliness
- Easy to Understand
- Very Flexible
- Scalability

### Its popularity:

- The IEEE ranked Python as the #3 top programming language in 2016.
- RedMonk's January 2017 ranking had Python at #3

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