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**DEPARTMENT: COMPUTER ENGINEERING**

**LEVEL: 300L**

**COURSE: COMMERCIAL PROGRAMMING**

**COURSE CODE: CPE 321**

A SHORT DESCRIPTION OF COMMERCIAL PROGRAMMING LANGUAGE

Commercial programming

COMPILER ORIENRED LANGUAGE

These are languages typically processed by compilers, they need to be compiled before they csn run. Examples are:

[ActionScript](https://en.wikipedia.org/wiki/ActionScript)

[Ada](https://en.wikipedia.org/wiki/Ada_(programming_language)) (multi-purpose language)

[ALGOL](https://en.wikipedia.org/wiki/ALGOL) (extremely influential language design – the second high level language compiler)

[SMALL Machine Algol Like Language](https://en.wikipedia.org/wiki/SMALL)

[Ateji PX](https://en.wikipedia.org/wiki/Ateji_PX), an extension of the Java language for parallelism

[BASIC](https://en.wikipedia.org/wiki/BASIC) (some dialects, including the first version of Dartmouth BASIC)

[BCPL](https://en.wikipedia.org/wiki/BCPL)

[Blue](https://en.wikipedia.org/wiki/Blue_(programming_language))

[C](https://en.wikipedia.org/wiki/C_(programming_language)) (one of the most widely used procedural programming languages)

[C++](https://en.wikipedia.org/wiki/C%2B%2B) (One of the most widely used object-oriented (OO) languages specially used in large-scale, highly complex, high-performance software systems)

[C#](https://en.wikipedia.org/wiki/C_Sharp_(programming_language)) (compiled into [intermediate language](https://en.wikipedia.org/wiki/Intermediate_language), which generates a native image at runtime)

[Ceylon](https://en.wikipedia.org/wiki/Ceylon_(programming_language)) (compiled into [JVM](https://en.wikipedia.org/wiki/Java_virtual_machine) [bytecode](https://en.wikipedia.org/wiki/Bytecode" \o "Bytecode))

[CLIPPER 5.3](https://en.wikipedia.org/wiki/Clipper_(programming_language)) (programming Language for DOS-based software)

[CLEO](https://en.wikipedia.org/wiki/LEO_(computer)) (Clear Language for Expressing Orders) used the compiler for the British[Leo computers](https://en.wikipedia.org/wiki/LEO_(computer))

[COBOL](https://en.wikipedia.org/wiki/COBOL)

[Cobra](https://en.wikipedia.org/wiki/Cobra_(programming_language))

[Common Lisp](https://en.wikipedia.org/wiki/Common_Lisp)

[Crystal](https://en.wikipedia.org/wiki/Crystal_(programming_language))

[Curl](https://en.wikipedia.org/wiki/Curl_(programming_language))

[D](https://en.wikipedia.org/wiki/D_(programming_language)) (Attempts a "C++ done right" philosophy)

[DASL](https://en.wikipedia.org/wiki/Distributed_Application_Specification_Language) compiles into Java, JavaScript, JSP, Flex, etc., which are further compiled into a .war file

[Delphi](https://en.wikipedia.org/wiki/Object_Pascal) ([Borland](https://en.wikipedia.org/wiki/Borland)'s Object Pascal development system)

[DIBOL](https://en.wikipedia.org/wiki/DIBOL) (Digital Interactive Business Oriented Language)

[Dylan](https://en.wikipedia.org/wiki/Dylan_(programming_language))

[eC](https://en.wikipedia.org/wiki/EC_(programming_language))

[Eiffel](https://en.wikipedia.org/wiki/Eiffel_(programming_language)) (object-oriented language developed by [Bertrand Meyer](https://en.wikipedia.org/wiki/Bertrand_Meyer))

[Sather](https://en.wikipedia.org/wiki/Sather)

[Ubercode](https://en.wikipedia.org/wiki/Ubercode)

[Emacs Lisp](https://en.wikipedia.org/wiki/Emacs_Lisp)

[Erlang](https://en.wikipedia.org/wiki/Erlang_(programming_language))

[F#](https://en.wikipedia.org/wiki/F_Sharp_(programming_language)) (compiled into [intermediate language](https://en.wikipedia.org/wiki/Intermediate_language), which generates a native image at runtime)

[Factor](https://en.wikipedia.org/wiki/Factor_(programming_language))

[Forth](https://en.wikipedia.org/wiki/Forth_(programming_language)) (professional systems, like VFX and SwiftForth)

[Fortran](https://en.wikipedia.org/wiki/Fortran) (the first high-level, compiled language, from [IBM](https://en.wikipedia.org/wiki/IBM), [John Backus](https://en.wikipedia.org/wiki/John_Backus), et al.)

[GAUSS](https://en.wikipedia.org/wiki/GAUSS_(software))

[Go](https://en.wikipedia.org/wiki/Go_(programming_language))

[Gosu](https://en.wikipedia.org/wiki/Gosu_(programming_language)) (compiled into [JVM](https://en.wikipedia.org/wiki/Java_virtual_machine) [bytecode](https://en.wikipedia.org/wiki/Bytecode" \o "Bytecode))

[Groovy](https://en.wikipedia.org/wiki/Groovy_(programming_language)) (compiled into [JVM](https://en.wikipedia.org/wiki/Java_virtual_machine) [bytecode](https://en.wikipedia.org/wiki/Bytecode" \o "Bytecode))

[Haskell](https://en.wikipedia.org/wiki/Haskell_(programming_language))

[Harbour](https://en.wikipedia.org/wiki/Harbour_(software))

[Java](https://en.wikipedia.org/wiki/Java_(programming_language)) (usually compiled into [JVM](https://en.wikipedia.org/wiki/Java_virtual_machine) [bytecode](https://en.wikipedia.org/wiki/Bytecode" \o "Bytecode) although ahead-of-time (AOT) compilers exist that compile to [machine code](https://en.wikipedia.org/wiki/Machine_code))

[JOVIAL](https://en.wikipedia.org/wiki/JOVIAL)

[LabVIEW](https://en.wikipedia.org/wiki/LabVIEW)

[LANSA](https://en.wikipedia.org/wiki/LANSA_(development_environment))

[Mercury](https://en.wikipedia.org/wiki/Mercury_(programming_language))

[Nemerle](https://en.wikipedia.org/wiki/Nemerle) (compiled into intermediate language bytecode)

[Nim](https://en.wikipedia.org/wiki/Nim_(programming_language))

[Objective-C](https://en.wikipedia.org/wiki/Objective-C)

[Pascal](https://en.wikipedia.org/wiki/Pascal_(programming_language)) (most implementations)

[Plus](https://en.wikipedia.org/wiki/Plus_(programming_language))

[Python](https://en.wikipedia.org/wiki/Python_(programming_language)) (compiled into intermediate [Virtual Machine](https://en.wikipedia.org/wiki/Virtual_Machine) [bytecode](https://en.wikipedia.org/wiki/Bytecode" \o "Bytecode))

[RPG](https://en.wikipedia.org/wiki/IBM_RPG) (Report Program Generator)

[Rust](https://en.wikipedia.org/wiki/Rust_(programming_language))

[Scala](https://en.wikipedia.org/wiki/Scala_(programming_language)) (compiled into [JVM](https://en.wikipedia.org/wiki/Java_virtual_machine) [bytecode](https://en.wikipedia.org/wiki/Bytecode" \o "Bytecode))

[Scheme](https://en.wikipedia.org/wiki/Scheme_(programming_language)) (some implementations, e.g. Gambit)

[SequenceL](https://en.wikipedia.org/wiki/SequenceL) – purely functional, automatically parallelizing and race-free

[Simula](https://en.wikipedia.org/wiki/Simula) (the first object-oriented language, developed by [Ole-Johan Dahl](https://en.wikipedia.org/wiki/Ole-Johan_Dahl) and[Kristen Nygaard](https://en.wikipedia.org/wiki/Kristen_Nygaard))

[Smalltalk](https://en.wikipedia.org/wiki/Smalltalk) generally compiled to platform independent [bytecode](https://en.wikipedia.org/wiki/Bytecode" \o "Bytecode) that runs on a Virtual Machine

[Swift](https://en.wikipedia.org/wiki/Swift_(programming_language))

[ML](https://en.wikipedia.org/wiki/ML_(programming_language))

[Standard ML](https://en.wikipedia.org/wiki/Standard_ML) (SML)

[Alice](https://en.wikipedia.org/wiki/Alice_(programming_language))

[OCaml](https://en.wikipedia.org/wiki/OCaml)

[Turing](https://en.wikipedia.org/wiki/Turing_(programming_language))

[Vala](https://en.wikipedia.org/wiki/Vala_(programming_language)) (Compiler for the GObject type system)

[Visual Basic](https://en.wikipedia.org/wiki/Visual_Basic) (Earlier versions compiled directly to a native runtime. Recent .NET versions compile into intermediate language that is just-in-time compiled into a native image at runtime.)

[Visual FoxPro](https://en.wikipedia.org/wiki/Visual_FoxPro)

[Visual Prolog](https://en.wikipedia.org/wiki/Visual_Prolog)

[X++](https://en.wikipedia.org/wiki/Microsoft_Dynamics_AX)

[X#](https://en.wikipedia.org/wiki/X_Sharp_(programming_language)" \o "X Sharp (programming language))

[XL](https://en.wikipedia.org/wiki/XL_(programming_language))

[Z++](https://en.wikipedia.org/wiki/Z%2B%2B)