The most popular programming languages are Java, Python, C++, Ruby, JavaScript, C#

Java vs C#

Both langues have built-in garbege collection. In other words you don’t have to think about memory management at all. Both are Type-safe. Which means that illegal casts will e caught at compile time or and exception will be thrown at runtime if the object can’t be cast to the new type. In a way it forces the developer to write more correct code. Both are “pure” object-oriented langueges and have built-in Unicode support. Java will run on almost any operating system unlike C#. Java is a less complex than C#. C# includes more primitive types and the functionality to catch arithmetic exceptions.

Python vs C#

Both use automatic garbage collection. Python is a cross platform language. Python doesn’t use c-like syntax. Python is slower languege than C# but is still pretty fast for a dynamic language (C# is statically typed one)

Ruby vs C#

Both hava built-in Unicode. The syntax for working with base classes and derived classes is similar. Both use automatic garbage collection. Ruby is a dynamic language. C# includes more primitive types and the functionality to catch arithmetic exceptions. C# is a compiled languege whereas Ruby is an interpreted one.

JavaScript vs C#

JavaScript is a high level, dynamic (unlike C#), untyped, and interpreted programming language. JavaScript is a scripting language for computers. It is often run in web browser applications to create dynamic content like message boxes popping up or a live clock. It is not related to, and different from, the programming language Java. C# has an extension/plug-in and JS doesn’t.

C++ vs C#

C# inherits most of its operators, keywords, and statements directly from C++. C# is the first component-oriented language in the C/C++ family. C# constructors are very similar with C++ constructors.