

C Programming Language First Appeared

Alef appeared in the first and second editions of Plan 9, but was abandoned during development of the third edition. Rob Pike later explained Alef's demise by pointing to its lack of automatic memory management, despite Pike's and other people's urging Winterbottom to add garbage collection to the language; 4eeae7258 Usability is rarely a goal for designers of esoteric programming languages; often their design leads to quite the opposite. Their usual aim is to remove or replace conventional language features while still maintaining a language that is Turing-complete, or even one for which the computational class is unknown. 4eeae7258 == History == 4eeae7258 Alef was superseded by two programming environments. The Limbo programming language can be considered a direct successor of Alef and is the most commonly used language in the Inferno operating system. The Alef concurrency model was replicated in the third edition of Plan 9 in the form of the libthread library, which makes some of Alef's functionality available to C programs and allowed existing... 4eeae7258 == History == 4eeae7258 C++ was designed with systems programming and embedded, resource-constrained software and large systems in mind, with performance, efficiency, and flexibility of use as its design highlights. C++ has also been found useful in many other contexts, with key strengths being software infrastructure and resource-constrained applications, including desktop applications, video games, servers (e.g., e-commerce, web... 4eeae7258

Objective-C Due to Apple macOS's direct lineage from NeXTSTEP, Objective-C was the standard language used, supported, and promoted by Apple for developing macOS and iOS applications (via their respective application programming interfaces (APIs), Cocoa and Cocoa Touch) from 1997, when Apple purchased NeXT, until the introduction of the Swift language in 2014. Objective-C is a high-level general-purpose, object-oriented programming language that adds Smalltalk-style message passing (messaging) to the C programming language Objective-C is a high-level general-purpose, object-oriented programming language that adds Smalltalk-style message passing (messaging) to the C programming language. Originally developed by Brad Cox and Tom Love in the early 1980s, it was selected by NeXT for its NeXTSTEP operating system 4eeae7258

C (programming language) C is used on computers ranging from supercomputers to microcontrollers and embedded systems. C is a general-purpose programming language created in 1972 by Dennis Ritchie. By design, C gives programmers relatively direct access to the features of typical CPU architectures, customized for the target instruction set.

also, in a February 2000 slideshow, Pike noted: "...although Alef was a fruitful language, it proved too difficult to maintain a variant language across multiple architectures, so we took what we learned from it and built the thread library for C." History == Agent-oriented programming languages As machines with ASCII processing became common, notably the DEC PDP-11 that arrived at Bell Labs, support for character data stuffed in memory words became important. The typeless nature of the language was seen as a disadvantage, which led Thompson and Ritchie to develop an expanded version of the language supporting new internal and user-defined types, which became the ubiquitous C programming language. High-level refers to a level of abstraction from the hardware details of a processor inherent in machine and assembly code. Rather than dealing with registers, memory addresses, and call stacks, high-level languages deal with variables, arrays, objects, arithmetic and Boolean expressions, functions, loops, threads, locks, and other computer science abstractions, intended to facilitate correctness and maintainability. Unlike low-level assembly languages, high-level languages have few, if any, language elements that translate directly to a machine's native opcodes. Other features, such as string handling, object-oriented programming features, and file input/output... The principal designers of the C# programming language were Anders Hejlsberg, Scott Wiltamuth, and Peter Golde from Microsoft. It was first widely distributed in July 2000 and was later approved as an international standard by Ecma (ECMA-334) in 2002 and ISO/IEC (ISO/IEC 23270 and 20619) in 2003. Microsoft introduced C# along with .NET Framework and Microsoft Visual Studio, both of which are, technically speaking, closed-source. At the time, Microsoft had no open-source products. Four years later, in 2004, a free and open-source project called Mono began, providing a cross-platform compiler and runtime environment for the C# programming language. A decade later, Microsoft released Visual Studio Code (code editor), Roslyn (compiler), and the unified .NET platform (software framework), all of

which support C# and are free, open-source, and cross-platform. Mono also joined Microsoft, but was not merged... 4eeae7258 The D language reference describes it as follows: 4eeae7258 Objective-C source code "messaging/implementation" program files usually have .m filename extensions, while Objective-C "header/interface" files have .h extensions, the same as C header files. Objective-C++ files are denoted with a .mm filename extension. 4eeae7258 B was designed for recursive, non-numeric, machine-independent applications, such as system and language software. It was a typeless language, with the only data type being the underlying machine's natural memory word format, whatever that might be. Depending on the context, the word was treated either as an integer or a memory address. 4eeae7258 D is a general-purpose systems programming language with a C-like syntax that compiles to native code. It is statically typed and supports both automatic (garbage collected) and manual memory management. D programs are structured as modules that can be compiled separately and linked with external libraries to create native libraries or executables. 4eeae7258

C++ C++ is usually implemented as a compiled language, and many vendors provide C++ compilers, including the Free Software Foundation, LLVM, Microsoft, Intel, Embarcadero, Oracle, and IBM. First released in 1985 as an extension C++ is a high-level, general-purpose programming language created by Danish computer scientist Bjarne Stroustrup. First released in 1985 as an extension of the C programming language, adding object-oriented (OOP) features, it has since expanded significantly over time adding more OOP and other features; as of 1997/C++98 standardization, C++ has added functional features, in addition to facilities for low-level memory manipulation for systems like microcomputers or to make operating systems like Linux or Windows, and even later came features like generic programming (through the use of templates). C++ is a high-level, general-purpose programming language created by Danish computer scientist Bjarne Stroustrup 4eeae7258

C was initially developed as a successor to the B programming language at Bell Labs by Ritchie between 1972 and 1973. Its initial purpose was to construct utilities running on Unix, and was later applied to re-implementing the kernel of the Unix operating system. During the 1980s, C gradually gained popularity, leading to it becoming one of the most widely used programming languages, with C compilers available for practically all modern computer architectures and operating systems. The book The C Programming Language, co-authored by the original language designer, served for many years as the de facto standard for the language. C has been standardized since 1989 by the American National Standards... 4eeae7258

Alef (programming language) Alef appeared in the first and second editions of Plan 9, but was abandoned during Alef is a discontinued concurrent programming language, designed as part of the Plan 9 operating system by Phil Winterbottom of Bell Labs. channel-based concurrency model of Newsqueak in a compiled, C-like language. It implemented the channel-based concurrency model of Newsqueak in a compiled, C-like language 4eeae7258

Esoteric programming language The use of the word esoteric distinguishes them from languages that working developers use to write software. An esoteric programming language (sometimes shortened to esolang) or weird language is a programming language designed to test the boundaries of computer An esoteric programming language (sometimes shortened to esolang) or weird language is a programming language designed to test the boundaries of computer programming language design as a proof of concept, as software art, as a hacking interface to another language (particularly functional programming or procedural programming languages), or as a joke. The creators of most esolangs do not intend them to be used for mainstream programming, although some esoteric features, such as live visualization of code, have inspired practical applications in the arts. Such languages are often popular among hackers, hobbyists, and computer science academics 4eeae7258

Objective-C programs developed for non-Apple operating systems or that are not dependent on Apple's APIs may also be compiled for any platform supported by GNU, GNU Compiler Collection (GCC) or LLVM/Clang. 4eeae7258

List of programming languages by type notable programming languages listed here are grouped by their notable language attribute. As a language can have multiple attributes, the same language can appear in multiple groupings. As a language can have multiple attributes, the same language can The notable programming languages listed here are grouped by their notable language attribute 4eeae7258

Objective-C was created mainly by Brad Cox and Tom Love in the early 1980s at their... 4eeae7258

High-level programming language high-level language was “a poorly understood buzzword” and contrasted C with high-level programming languages. g. In contrast to low-level programming languages, it may use natural language elements, be easier to use, or may automate (or even hide entirely) significant areas of computing systems (e. High-level

programming languages were also A high-level programming language is a programming language with strong abstraction from the details of the computer. The amount of abstraction provided defines how "high-level" a programming language is. memory management), making the process of developing a program simpler and more understandable than when using a lower-level language 4eeae7258

D (programming language) Though it originated as a re-engineering of C++, D is now a very different language. As it has developed, it has drawn inspiration from other high-level programming languages. Notably, it has been influenced by Java, Python, Ruby, C#, and Eiffel. As it has developed, it has drawn inspiration from other high-level programming languages. re-engineering of C++, D is now a very different language. Andrei Alexandrescu joined the design and development effort in 2007. Notably, D, also known as dlang, is a multi-paradigm system programming language created by Walter Bright at Digital Mars and released in 2001 4eeae7258

C Sharp (programming language) C# (/,si: 'ʃɑ:rp/ see SHARP) is a general-purpose high-level programming language supporting multiple paradigms. C# encompasses static typing, strong typing C# (see SHARP) is a general-purpose high-level programming language supporting multiple paradigms. C# encompasses static typing, strong typing, lexically scoped, imperative, declarative, functional, generic, object-oriented (class-based), and component-oriented programming disciplines 4eeae7258

B (programming language) new internal and user-defined types, which became the ubiquitous C programming language. BCPL semantics with a lot of SMALGOL syntax — Ken Thompson, Ken B is a programming language developed at Bell Labs circa 1969 by Ken Thompson and Dennis Ritchie 4eeae7258

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