Cube programming language

Jour is the founder of Codequickie and WhistleX. He loves technology, sports and computer games. Everyone says the programming languages are similar, but how similar are they? Does this mean that if you know one programming language, you know everyone else? The most unpleasant thing is the choice between two programming languages that are similar, but are they? Yes, programming languages are similar, but not so much. The basics of each programming language are pretty much the same, but the way you write and use these basics to solve problems is very different for each programming language. Let's explain that a little more. How similar programming languages are to how similar programming languages really depend on which programming languages you look at. If, for example, you compare how you define a variable that is pretty much the most basic part of the code you can write, in JavaScript it looks like this: let the word Hello; And in Python it looks like something like this: the word Hello As you can see, it doesn't look too much different. The only difference is that you need to use this to make a set-top box in JavaScript before determining the variable and the semi-suit at the end. Let's look at another example if the statement. If the statement is the most used part of the code in the world. It basically goes, if something is true or a lie, to do something. In JavaScript, it's like this: if it's like this in Python: if the hour is 18: greeting - Good afternoon, it's not too much different. In JavaScript you put your state in brackets, and in Python, you don't use brackets. You have to let you identify the variable and the semi-colon, which is what looks like a complete stop at the end of the sentence. These are just two examples of how different the basics are. These so-called basics or syntax are specific to each programming language, as you saw above, but the concept is the same. If you understand if the statement is in JavaScript, with a little thinking that you will understand this in Python.If you want to know how basic syntax looks for each popular programming language you can go to W3School and check out. Also, keep in mind that here I compare Python and JavaScript, whose similarity on a scale of 1-10 is about 5 or 6. C and JavaScript will be about 9 or 10.Also, Python and JavaScript are mostly used for the same things. If you take a programming language like Swift, which can only be used for iOS apps and Java, which is used almost exclusively for Android development code will look very different. There would be very little knowledge about transferring one language to another. Which programming languages are similar, as I mentioned above, not all programming languages are equally similar, some are very different and some are almost identical, are the ones we're going to take a look at. First, we need to look at the use of some programming languages, which strongly affects their similarity. If a programming language is only used for web development, it won't be similar to the languages that are used to create Android apps. JavaScript and SH are two languages that are very similar. They can be used to do the same things and the code looks very similar. The only difference is that the NHS is a lower-level programming language, which means that it is a little less optimized for people to use it. You know that the computer uses 1 and 0, think about what is the least possible programming languages. This happens, and then JavaScript. Python, JavaScript and Java are also similar, their code doesn't look the same, but they are used for the same things and are equally difficult to use. Some programming languages, such as PHP, are completely isolated, they don't bear much resemblance to other programming languages, and their code looks very different. Basically, if programming languages are used for the same thing, they are very similar and you won't need to do a lot of learning moving from one to the other. The next question you can have after you have chosen a programming language for your needs is where you should learn it. I think that if you have money, courses are a great option. You can check out this article where you can find my article about the best programming courses that I recommend for every beginner starting to learn to code. ConclusionI hope this makes you realize that you won't need much time to go from one programming language to another as long as you want to do the same with them. If you think I missed something, just post your question in the comments below. Now you know that if you think between two programming languages, you can choose any of them as long as the same can be done with both of them. Do you know several programming languages? Do they look like you? Join Hacker Noon Create your free account to unlock the user reading experience. Many of us at one point dreamed of creating a programming language that redefines the way software is developed. And most of us have also agreed that such a feat, if not entirely impossible, is very difficult to accomplish. Over the past few years, I've read a lot about languages and compilers, and I've identified a list of components that have helped the most popular and powerful programming languages become what they are today. While it's still very unlikely that you'll create the next C or Java, you have no real chance of achieving such a high goal without focus on the next list. So, without further ado ... Start! #0: Right Made in advance Every project needs a certain direction, and if you don't know what the meaning of your language is, you end up nowhere. Ask yourself the following questions to determine the value and scale of your new language: Why are you designing a whole new language? What problem (s) (ideally much more than just one) will be solved by re-inventing the wheel? Are the benefits of your language promising enough to convince businesses and developers to move from established, mature tools to relying on the ones you're going to build? How will you finance your project? If your project is open source, where will you get funding? Donations? Will you be supported by a large company? Or will you be supported solely by your motivation to create a viable language? What is the purpose of your language? Web development? Built-in systems? General purpose? What styles will make your language easier? Will you support multiple programming paradigms, or will you force developers to fit into one? How are you going to spread the word about your language? What will you do to advance your efforts and garner public support?#1: Dating and AccessibilityLet to be honest - no one wants to learn a whole new syntax just for the sake of being able to produce a program in your language. Try to adhere to general conventions that appear in a wide range of languages. Many languages have adopted C syntax functions, such as curly braces, feature brackets, and keywords such as if or for. What's like the next one, though exaggerated, is a complete rejection of the established conventions, and the lt;INTEGER argc, string argv() The result is hard to read and write: FUNCTION is the main input output You don't want to be too verbose, or (looking at you, Java!):p street the static main feature requires input (int, char) produces an output (int) - with the system and its off-property, call println with (Hello, world!); Exit with a result of 0; Language should also be readily available to anyone who uses it. While a tool for a specific platform, such as MASM, should only be distributed by a Windows installer, the language intended to work on every major operating system should provide a no-brainer option for each. For example, to start developing PHP on a new computer, all you have to do is run the right installer for your OS, and open a text editor. If you support Windows, it never hurts to provide a good development experience. Ruby famously sucks on Windows (mainly because no one uses it on Windows), and Darth doesn't even provide an official installer for Actively supported by the Speed Committee of several web languages and tools (credit: 池田 泰延) Pascal was a great language back in his heyday. So is Ada. Fortress too! So why aren't they popular in 2017? The answer is simple: actively supported. No matter what happens in the future, what technological advances we make, or how consumer needs change, none of the aforementioned can ever evolve again to reflect it because their code bases are static. No one is working on Pascal's compiler in 2017. Whatever mistakes you encounter in your development, you are stuck with, or should write a workaround for your own. Active maintenance means that Github's problems don't remain obsolete for months or years, and also means that developers and companies can have more confidence relying on your tools. And as an added bonus, people will want to use your project because they can see the effort still being made to keep it up to date!#3: Fail-quick and descriptive Error MessagesElm friendly error messages. Everyone can agree that the time mistakes of the execution suck. They are costly, difficult to trace, and in most cases completely preventable. Unsure systems work to diagnose time-by-run errors before they ever occur. Ultimately, it can save time, headaches and money. The better your language tool detects and prevents bugs, the more attractive it will be to new developers. Elm's success as a web development language can be attributed in part to the descriptive error messages prepared by its compiler. Not only does it detect type discrepancies, but it even detects incorrectly written variable names. The more detailed error messages, the easier it is to mitigate bugs before they reach your application.#4: SafetyType security makes it easier for language to crash quickly. How many times have you seen such a mistake? NoSuchMethodError: 'Wtf' class has no 'IsThisNonsense' method. Recipient: A copy of the 'Wtf'Tried: IsThisNonsense() call() In highly typical languages such as Java, such errors can always be statically analyzed and caught during compilation. The debate on strongly type versus dynamic type of languages will likely never end, but I personally recommend a strong type of validation. If you can catch every type error during compilation, you won't need to add overheads for execution type checks to end products.#5: Universal Line Visual Studio ToolingMicrosoft provides high-quality tools for different languages, primarily C. Good tools save time. Good tools save money. Good tools save lives. Okay, maybe good tools don't really save lives, but it can't be denied that language with an adequate tool is more productive to work with, in general a more tempting choice than a language where you stayed almost on your own. THE NHS is a great example of language toolkit. The .NET structure includes not only a reliable compiler, but also tools for debugging and decompiling the IL code. Combined with Roslyn, NuGet and Visual Studio, the experience of developing THES is one where almost everything is envisioned for you.#6: MetaprogrammingTheprogrammingThe future languages are capable of evolution over time. If developers have to wait until the new version of SDK implements an important feature, they will leave your platform and choose one where the feature is already present. According to Wikipedia: Reflection is the ability of a computer program to study, introspect, and change its own structure and behavior during execution. Giving users a vehicle by which they can add language features themselves is a good way to keep them around for longer. And in some cases, metaprogrammed libraries tend to adapt as language features themselves. For example, ES6 introduced the JavaScript extension keyword and eliminated the need to use third-party libraries to expand object prototypes. #7: Vibrant CommunityIt's basically out of your control, but it's also one of the most important steps you can take. A thriving community can be a magnetic factor that attracts people to your language. If it's all crickets and tumbleweeds, you'll find it difficult to gather an audience for your project. Think: who wants to use a language that no one talks about, writes libraries, or can answer questions? Not me. No one else. Ruby is known to have pain on Windows because the vast majority of its community uses Mac or Linux. How can I get Jekyll on Windows 7? Who knows? Nobody.Today's trending JavaScript repository on Github.Community activity is also a decent gauge of the number of people using your language. The more people use your language, the more likely it is that someone will seek support or answers, and somewhere to find them. JavaScript is the most popular programming language on this planet and it's clear to see. Of Github's trending repositories, at least half are written in JavaScript every day. There are thousands of JavaScript Gitter and Slack numbers, and this is one of the most common languages taught in coding camps.#8: In-depth documentation Is a one not a brain look. Each programmer encounters coding errors, and these errors are often compounded by the lack of sufficient API documentation that failed. Do everyone a favor - a public API document. The language you build should also make documentation a top-notch object, rather than trying to patch it up after releases. Something like Javadoc will work. Dart is a great example of supporting documentation - The Dart SDK includes a static documentation site generator, and each package uploaded by the Pub repository documentation generated and posted on the site.#9: Stability through VersioningNobody is going to migrate to your language if every new change is introduced is a violation of the changes that can be very expensive. Application The version policy allows developers to update without fear of wicked retribution from the API gods. SemVer is a popular rigid rigid system limitations, and by following its conventions, your language can become practically future proof. For example, a Dart's Pub package manager sets dependencies by allowing SemVer restrictions on suitable versions of libraries. If you decide to commit to SemVer, your package manager (or any other similar tool that you use) can be written to compare library sources with past versions to ensure that SemVer follows. This is something extreme, as many developers would prefer to simply publish packages, without an angry tool, nagging them to rename the API. However, if you do, it will be a great way to get batch numbers to think about the changes they are making and prevent unforeseen application interruptions after updates.#10: Library SupportNPM has a huge number of JavaScript packages hosted on its servers. In addition to syntax and toolkit, perhaps the decisive factor in moving to a new language stack is its ecosystem. NPM has more than 400,000 JavaScript libraries available to the public. No matter what extra functionality you need in your Node apps.js, you can be sure that someone has already implemented it for you. New languages are extremely disadvantaged here, simply because they haven't been around long enough for developers to publish a comparable number of libraries. So if you're aiming to keep users around, you have to provide a wealth of functionality out of the box. Dart (I think you can see my bias towards this language!) takes the battery-enabled approach, and provides a massive standard library that removes a lot of the need to have a quarter of a million packages uploaded to your package manager. Functionality like the left upholstery row has been around for centuries, and it's also a difficult task to remove Pub packages, so if some developers decide to pull out the package, the whole internet won't break.#11: Effective memory usage and ConcurrencyApplications on a scale run the risk of failure, overall. Simply put, it takes a lot of resources to handle high traffic and expensive operations. To make matters worse, memory management is PITA for manual implementation. While this may not necessarily be a feature of the language itself, the compiler/translator/VM should try to prevent memory leakage, buffer overflow, and other memory management errors. Most modern virtual machines, such as JVM, .NET running time, and Dart VM Memory Management, implement memory management through garbage collection, and as a result, developers of their respective languages won't have to worry about highlighting memory or releasing pointers. A multi-bread is also a common method for asynchronous code, and thus parallel operations must be trivial to implement and require little or no additional boiler code. For example, google go language has the support of concurrency baked right in the language itself: func basic () () () vat string and make (chan strings) go pinger (c) go ponger (c) go printer (c) var entry line fmt. Scanln (entry) : #12 It is well known that the maintenance phase is the longest phase in the software development lifecycle. Testing-based development is a common process that ensures the quality of the software produced, but it also depends heavily on the ability to write very specific unitary tests to test success in various cases of use. The better your language is for testing, the fewer bugs you will encounter during execution, and the more trust your language is to produce. A good idea for the team behind the language to publish the testing utility, but with the help of community-supported, mature testing libraries (such as JUnit, Mocha or Cucumber) is also a viable strategy.#13: Portability and ModularityJava runs on a wide variety of platforms, including a smaller than the actual Java cup (image credit: Robert Savage). Not all languages need to be portable, but for multi-platform-oriented languages, well-designed systems are needed to reuse code across systems. Most if not all languages have a kind of import keyword that allows you to pull in the code from other files. Modern language needs to go beyond the exclusive use of imports to separate large files from each other, and actually implement a kind of modular system. Modularity allows developers to explicitly separate logic, and also allows them to use certain parts of libraries on any platform. Dart and ES6, for example, are introducing modular systems. Module systems also make it easier for compilers to remove unused code and ultimately reduce the amount of compiled code output. This is key for languages that compile in Javascript, since having less code disassembled on the client side goes a long way to prevent the main bottleneck of web browsers.#14: StandardsPublic standards can go a long way to making your language more stable, and more productive in team environments. Serious language will have a thorough specification available for reading on a free online platform (Example: Dart ECMA specification). Consider implementing a customizable linter and formatter and providing it as part of your language's standard toolkit. Eventually, standards will be fried in the brains of developers, and joining new commercial teams or open source projects will be an easier experience. For example, Dart comes with both a linter and a formatter. You might even consider opting out of compiling/running code that is poorly formatted. It's a little bit to bake in the compiler, but the authors of the project may consider including formatting/linging checks in pre-subordinated scripts to make sure that all commits are readable and understandable. Example with ESLint:// package.json Scripts: Pre-publishing: eslint s/.js No #15: Unicode SupportLanguage developers should remember: Not everyone in the world speaks English. Support only Characters actually disable millions of potential developers, and don't allow anyone in a country where English isn't the predominant language to ever use an app developed in yours. If something like this (credit: Nick McCardie) is possible in Java, why would your language support Unicode?#16: With the support of a large company It's not necessarily required, but if a large company supports your language, you automatically provide multiple benefits: Trust - People will see that big business uses your language in manufacturing, and trust it to be able to handle modern requirements. Funding - Because your language provides power to multimillion-dollar applications, the company has an incentive (really commitment) to provide the resources needed to ensure the language stays afloat, and adapts to growing needs. Emotional testing :) - Creating the language of Otyama is not an easy task; It takes hours for hours of hard work that sometimes feels ungrateful. A large company, using your language, assures you that your efforts have not been in vain, and more importantly, tangibley proves to you that people actually use your language. This is an important factor, if not a major factor, in keeping languages such as Java, Go, Dart and PHP actively supported and regularly updated. If your language takes off, you may want to consider pitching it for companies, giving talks at a developer meeting, or even running on the basis of their own apps. This is the end of this list. Sure, you can try all of the above sentences and still fall flat, but it's still worth a try at the end of the day. Take what you've learned and go make this dream pipe a reality! Thanks for reading! Did you like the post? Please show some ❤ with the click of the green button! :)O AuthorTobe O. is a 17-year-old programmer whose favorite language should be Darth. When he's not in school, he plays sports, makes music, or runs on the Angel framework server (check it out - no, actually!). Find him on Twitter! Join Hacker Noon Create your free account to unlock the user reading experience. Experience.

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