SQL Programming Fundamentals: A Tutorial By Examples

Lisp (programming language)

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Lisp (historically LISP, an abbreviation of "list processing") is a family of programming languages with a long history and a distinctive, fully parenthesized prefix notation.

Originally specified in the late 1950s, it is the second-oldest high-level programming language still in common use, after Fortran. Lisp has changed since its early days, and many dialects have existed over its history. Today, the best-known general-purpose Lisp dialects are Common Lisp, Scheme, Racket, and Clojure.

Lisp was originally created as a practical mathematical notation for computer programs, influenced by (though not originally derived from) the notation of Alonzo Church's lambda calculus. It quickly became a favored programming language for artificial intelligence (AI) research. As one of the earliest programming languages, Lisp pioneered many ideas in computer science, including tree data structures, automatic storage management, dynamic typing, conditionals, higher-order functions, recursion, the self-hosting compiler, and the read—eval—print loop.

The name LISP derives from "LISt Processor". Linked lists are one of Lisp's major data structures, and Lisp source code is made of lists. Thus, Lisp programs can manipulate source code as a data structure, giving rise to the macro systems that allow programmers to create new syntax or new domain-specific languages embedded in Lisp.

The interchangeability of code and data gives Lisp its instantly recognizable syntax. All program code is written as s-expressions, or parenthesized lists. A function call or syntactic form is written as a list with the function or operator's name first, and the arguments following; for instance, a function f that takes three arguments would be called as (f arg1 arg2 arg3).

List of programming languages by type

is a programming language designed for use by a non-computer expert to easily create tutorials, websites, and other interactive computer programs. Darwin

This is a list of notable programming languages, grouped by type.

The groupings are overlapping; not mutually exclusive. A language can be listed in multiple groupings.

Object-oriented programming

programming (OOP) is a programming paradigm based on the object – a software entity that encapsulates data and function(s). An OOP computer program consists

Object-oriented programming (OOP) is a programming paradigm based on the object – a software entity that encapsulates data and function(s). An OOP computer program consists of objects that interact with one another. A programming language that provides OOP features is classified as an OOP language but as the set of features that contribute to OOP is contended, classifying a language as OOP and the degree to which it

supports or is OOP, are debatable. As paradigms are not mutually exclusive, a language can be multi-paradigm; can be categorized as more than only OOP.

Sometimes, objects represent real-world things and processes in digital form. For example, a graphics program may have objects such as circle, square, and menu. An online shopping system might have objects such as shopping cart, customer, and product. Niklaus Wirth said, "This paradigm [OOP] closely reflects the structure of systems in the real world and is therefore well suited to model complex systems with complex behavior".

However, more often, objects represent abstract entities, like an open file or a unit converter. Not everyone agrees that OOP makes it easy to copy the real world exactly or that doing so is even necessary. Bob Martin suggests that because classes are software, their relationships don't match the real-world relationships they represent. Bertrand Meyer argues that a program is not a model of the world but a model of some part of the world; "Reality is a cousin twice removed". Steve Yegge noted that natural languages lack the OOP approach of naming a thing (object) before an action (method), as opposed to functional programming which does the reverse. This can make an OOP solution more complex than one written via procedural programming.

Notable languages with OOP support include Ada, ActionScript, C++, Common Lisp, C#, Dart, Eiffel, Fortran 2003, Haxe, Java, JavaScript, Kotlin, Logo, MATLAB, Objective-C, Object Pascal, Perl, PHP, Python, R, Raku, Ruby, Scala, SIMSCRIPT, Simula, Smalltalk, Swift, Vala and Visual Basic (.NET).

Go (programming language)

expressions, it provides a generality beyond that of simple enumerations " A Tutorial for the Go Programming Language " The Go Programming Language. Retrieved

Go is a high-level general purpose programming language that is statically typed and compiled. It is known for the simplicity of its syntax and the efficiency of development that it enables by the inclusion of a large standard library supplying many needs for common projects. It was designed at Google in 2007 by Robert Griesemer, Rob Pike, and Ken Thompson, and publicly announced in November of 2009. It is syntactically similar to C, but also has garbage collection, structural typing, and CSP-style concurrency. It is often referred to as Golang to avoid ambiguity and because of its former domain name, golang.org, but its proper name is Go.

There are two major implementations:

The original, self-hosting compiler toolchain, initially developed inside Google;

A frontend written in C++, called gofrontend, originally a GCC frontend, providing gccgo, a GCC-based Go compiler; later extended to also support LLVM, providing an LLVM-based Go compiler called gollvm.

A third-party source-to-source compiler, GopherJS, transpiles Go to JavaScript for front-end web development.

Programming language

A programming language is an artificial language for expressing computer programs. Programming languages typically allow software to be written in a human

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Execution of a program requires an implementation. There are two main approaches for implementing a programming language – compilation, where programs are compiled ahead-of-time to machine code, and interpretation, where programs are directly executed. In addition to these two extremes, some implementations use hybrid approaches such as just-in-time compilation and bytecode interpreters.

The design of programming languages has been strongly influenced by computer architecture, with most imperative languages designed around the ubiquitous von Neumann architecture. While early programming languages were closely tied to the hardware, modern languages often hide hardware details via abstraction in an effort to enable better software with less effort.

LiveCode

a cross-platform rapid application development runtime system inspired by HyperCard. It features the LiveCode Script (formerly MetaTalk) programming language

LiveCode (formerly Revolution and MetaCard) is a cross-platform rapid application development runtime system inspired by HyperCard. It features the LiveCode Script (formerly MetaTalk) programming language which belongs to the family of xTalk scripting languages like HyperCard's HyperTalk.

The environment was introduced in 2001. The "Revolution" development system was based on the MetaCard engine technology which Runtime Revolution later acquired from MetaCard Corporation in 2003. The platform won the Macworld Annual Editor's Choice Award for "Best Development Software" in 2004. "Revolution" was renamed "LiveCode" in the fall of 2010. "LiveCode" is developed and sold by Runtime Revolution Ltd., based in Edinburgh, Scotland. In March 2015, the company was renamed "LiveCode Ltd.", to unify the company name with the product. In April 2013, a free/open source version 'LiveCode Community Edition 6.0' was published after a successful crowdfunding campaign at Kickstarter. The code base was re-licensed and made available as free and open source software with a version in April 2013.

LiveCode runs on iOS, Android, OS X, Windows 95 through Windows 10, Raspberry Pi and several variations of Unix, including Linux, Solaris, and BSD. It can be used for mobile, desktop and server/CGI applications. The iOS (iPhone and iPad) version was released in December 2010. The first version to deploy to the Web was released in 2009. It is the most widely used HyperCard/HyperTalk clone, and the only one that runs on all major operating systems.

A developer release of v.8 was announced in New York on March 12, 2015. This major enhancement to the product includes a new, separate development language, known as "LiveCode Builder", which is capable of creating new object classes called "widgets". In earlier versions, the set of object classes was fixed, and could be enhanced only via the use of ordinary procedural languages such as C. The new language, which runs in its own IDE, is a departure from the transitional x-talk paradigm in that it permits typing of variables. But the two environments are fully integrated, and apart from the ability to create new objects, development in LiveCode proceeds in the normal way, within the established IDE.

A second crowdfunding campaign to Bring HTML5 to LiveCode reached funding goals of nearly US\$400,000 on July 31, 2014. LiveCode developer release 8.0 DP4 (August 31, 2015) was the first to include a standalone deployment option to HTML5.

On 31 August 2021, starting with version 9.6.4, LiveCode Community edition, licensed under GPL, was discontinued.

Red (programming language)

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Red is a programming language designed to overcome the limitations of the programming language Rebol. Red was introduced in 2011 by Nenad Rako?evi?, and is both an imperative and functional programming language. Its syntax and general usage overlaps that of the interpreted Rebol language.

The implementation choices of Red intend to create a full stack programming language: Red can be used for extremely high-level programming (DSLs and GUIs) as well as low-level programming (operating systems and device drivers). Key to the approach is that the language has two parts: Red/System and Red.

Red/System is similar to C, but packaged into a Rebol lexical structure – for example, one would write if x > y [print "Hello"] instead of if (x > y) {printf("Hello\n");}.

Red is a homoiconic language, which is capable of meta-programming with Rebol-like semantics. Red's runtime library is written in Red/System, and uses a hybrid approach: it compiles what it can deduce statically and uses an embedded interpreter otherwise. The project roadmap includes a just-in-time compiler for cases in between, but this has not yet been implemented.

Red seeks to remain independent of any other toolchain; it does its own code generation. It is therefore possible to cross-compile Red programs from any platform it supports to any other, via a command-line switch. Both Red and Red/System are distributed as open-source software under the modified BSD license. The runtime library is distributed under the more permissive Boost Software License.

As of version 0.6.4 Red includes a garbage collector "the Simple GC".

BASIC

disks containing the Microsoft QuickBASIC Interpreter and a programming tutorial written by Michael Halvorson and David Rygmyr. Learning systems like

BASIC (Beginners' All-purpose Symbolic Instruction Code) is a family of general-purpose, high-level programming languages designed for ease of use. The original version was created by John G. Kemeny and Thomas E. Kurtz at Dartmouth College in 1964. They wanted to enable students in non-scientific fields to use computers. At the time, nearly all computers required writing custom software, which only scientists and mathematicians tended to learn.

In addition to the programming language, Kemeny and Kurtz developed the Dartmouth Time-Sharing System (DTSS), which allowed multiple users to edit and run BASIC programs simultaneously on remote terminals. This general model became popular on minicomputer systems like the PDP-11 and Data General Nova in the late 1960s and early 1970s. Hewlett-Packard produced an entire computer line for this method of operation, introducing the HP2000 series in the late 1960s and continuing sales into the 1980s. Many early video games trace their history to one of these versions of BASIC.

The emergence of microcomputers in the mid-1970s led to the development of multiple BASIC dialects, including Microsoft BASIC in 1975. Due to the tiny main memory available on these machines, often 4 KB, a variety of Tiny BASIC dialects were also created. BASIC was available for almost any system of the era and became the de facto programming language for home computer systems that emerged in the late 1970s. These PCs almost always had a BASIC interpreter installed by default, often in the machine's firmware or sometimes on a ROM cartridge.

BASIC declined in popularity in the 1990s, as more powerful microcomputers came to market and programming languages with advanced features (such as Pascal and C) became tenable on such computers. By then, most nontechnical personal computer users relied on pre-written applications rather than writing their own programs. In 1991, Microsoft released Visual Basic, combining an updated version of BASIC with a visual forms builder. This reignited use of the language and "VB" remains a major programming language in the form of VB.NET, while a hobbyist scene for BASIC more broadly continues to exist.

Fully qualified name

the dot is known as "dot syntax". Other examples include: As an example of a relational database, in Microsoft SQL Server the fully qualified name of an

In computer programming, a fully qualified name is an unambiguous name that specifies which object, function, or variable a call refers to without regard to the context of the call. In a hierarchical structure, a name is fully qualified when it "is complete in the sense that it includes (a) all names in the hierarchic sequence above the given element and (b) the name of the given element itself."

Haskell

May 2021[update], Haskell was the 28th most popular programming language by Google searches for tutorials, and made up less than 1% of active users on the

Haskell () is a general-purpose, statically typed, purely functional programming language with type inference and lazy evaluation. Haskell pioneered several programming language features such as type classes, which enable type-safe operator overloading, and monadic input/output (IO). It is named after logician Haskell Curry. Haskell's main implementation is the Glasgow Haskell Compiler (GHC).

Haskell's semantics are historically based on those of the Miranda programming language, which served to focus the efforts of the initial Haskell working group. The last formal specification of the language was made in July 2010, while the development of GHC continues to expand Haskell via language extensions.

Haskell is used in academia and industry. As of May 2021, Haskell was the 28th most popular programming language by Google searches for tutorials, and made up less than 1% of active users on the GitHub source code repository.

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