

Language	Intended use	Imperative	Object-Oriented	Functional	Procedural	Generic	Reflective	Event-Driven	Other Paradigm(s)	Standardized?
<b>ActionScript 3.0</b>	Application, client-side, Web	Yes	Yes					Yes		1996, ECMA
<b>Ada</b>	Application, embedded, realtime, system	Yes	Yes		Yes <sup>[2]</sup>	Yes <sup>[3]</sup>			concurrent, <sup>[4]</sup> distributed, <sup>[5]</sup> imperative object-oriented <sup>[6]</sup>	1983, 2005, 2012, ANSI, ISO, GOST 27831-88 <sup>[7]</sup>
<b>Aldor</b>	Highly domain-specific, symbolic computing	Yes	Yes	Yes						No
<b>ALGOL 58</b>	Application	Yes								No
<b>ALGOL 60</b>	Application	Yes								1960, IFIP WG 2.1, ISO <sup>[8]</sup>
<b>ALGOL 68</b>	Application	Yes							concurrent	1968, IFIP WG 2.1, GOST 27974-88, <sup>[9]</sup>
<b>Ateji PX</b>	Parallel application		Yes						pi calculus	No
<b>APL</b>	Application, data processing								array-oriented, tacit	1989, ISO
<b>Assembly language</b>	General	Yes							any, syntax is usually highly specific, related to the target processor	No
<b>AutoHotkey</b>	GUI automation (macros), highly domain-specific	Yes								No
<b>AutoIt</b>	GUI automation (macros), highly domain-specific	Yes			Yes			Yes		No
<b>BASIC</b>	Application, education	Yes			Yes					1983, ANSI ( <a href="http://portal.acm.org/citation.cfm?id=988221">http://portal.acm.org/citation.cfm?id=988221</a> ), ISO
<b>BBj</b>	Application, business, Web		Yes		Yes					No
<b>BeanShell</b>	Application, scripting	Yes	Yes	Yes			Yes			In progress, JCP <sup>[10]</sup>
<b>BitC</b>	System	Yes		Yes						No
<b>BLISS</b>	System				Yes					No
<b>BlitzMax</b>	Application, game	Yes	Yes		Yes					No
<b>Boo</b>	Application									No
<b>Bro</b>	domain-specific, application	Yes						Yes		No
<b>C</b>	Application, system, <sup>[11]</sup> general purpose, low-level operations	Yes			Yes					1989, ANSI C89, ISO C90, ISO C99, ISO C11 <sup>[12]</sup>
<b>C++</b>	Application, system	Yes	Yes	Yes	Yes	Yes				1998, ISO/IEC 1998, ISO/IEC 2003, ISO/IEC 2011 <sup>[13]</sup>
<b>C#</b>	Application, RAD, business, client-side, general, server-side, Web, Robotics	Yes	Yes	Yes <sup>[14]</sup>	Yes	Yes	Yes	Yes	structured, concurrent	2000, ECMA, ISO <sup>[15]</sup>
<b>Clarion</b>	General, business, Web	Yes	Yes	Yes <sup>[16]</sup>						Unknown
<b>Clean</b>	General			Yes		Yes				No
<b>Clojure</b>	General			Yes					concurrent	No
<b>CLU</b>	General	Yes	Yes		Yes	Yes				No
<b>COBOL</b>	Application, business	Yes	Yes		Yes					ANSI X3.23 1968, 1974, 1985; ISO/IEC 1989:1985, 2002, 2014
<b>Cobra</b>	Application, business, general, Web	Yes	Yes	Yes		Yes	Yes			No
<b>ColdFusion (CFML)</b>	Web		Yes		Yes					No
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<b>Common Lisp</b>	General	Yes	Yes	Yes	Yes		Yes	Yes	extensible syntax, syntatic macros, multiple dispatch	1994, ANSI
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<b>COMAL 80</b>	Education	Yes			Yes					No
<b>Crystal 1.0.0</b>	Education	Yes		Yes	Yes					No
<b>Cython</b>	Application, general, numerical computing	Yes	Yes	Yes			Yes		aspect-oriented	No
<b>D</b>	Application, system	Yes	Yes	Yes		Yes			generative, concurrent	No
<b>Dart</b>	Application, Web	Yes	Yes						structured	No
<b>Dylan</b>	Application		Yes	Yes						No
<b>Eiffel</b>	Application	Yes	Yes			Yes				2005, ECMA, ISO <sup>[17]</sup>
<b>Erlang</b>	Application, distributed, telecom			Yes					concurrent, distributed	No
<b>Euphoria</b>	Application. Since the interpreter is shared for system and application code, system is not an intended use because application crashes would affect the whole system.					Yes	Yes			No
<b>Factor</b>									stack-oriented	No
<b>Falcon</b>	General, Application		Yes	Yes	Yes				prototype OOP, message oriented, tabular programming	No
<b>FP</b>				Yes						No
<b>F#</b>	Application	Yes	Yes	Yes		Yes				No
<b>Forth</b>	General	Yes							stack-oriented	1994, ANSI
<b>Fortran</b>	Application, numerical computing	Yes	Yes		Yes	Yes				1966, ANSI 66, ANSI 77, MIL-STD-1753, ISO 90, ISO 95, ISO 2003, ISO/IEC 1539-1:2010 (2008)
<b>FreeBASIC</b>	Application, numerical computing	Yes	Yes		Yes	Yes				No
<b>G2</b>	Application, inference, expert system	Yes	Yes					Yes	common graphical development and runtime environment	No
<b>Gambas</b>	Application	Yes	Yes					Yes		No
<b>Game Maker Language</b>	Application, games	Yes	Yes					Yes		No
<b>GLBasic</b>	Application, games	Yes	Yes		Yes				simple object-oriented	No
<b>Go</b>	Application, system	Yes							concurrent	No
<b>Gosu</b>	Application, general, scripting, Web	Yes	Yes			Yes	Yes			No
<b>GraphTalk</b>	Application		Yes						logic	No
<b>Groovy</b>	Application, general, scripting, Web	Yes	Yes	Yes					aspect-oriented	In progress, JCP <sup>[18]</sup>
<b>Harbour</b>	Application, business, data processing, general, Web	Yes	Yes	Yes	Yes	Yes	Yes		declarative	No
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