

1.3 Programming Languages

Description

There is a large number of programming languages available for programming. Programming languages have evolved since the early days of computers, and one may expect several new proposals for programming languages.

Object-oriented programming was originally introduced by the language SIMULA developed by Ole-Johan Dahl and Kristen Nygaard in the sixties at the Norwegian Computing Center. SIMULA was intended to be both a programming and a modeling language. Object-oriented programming is the dominant style of programming and mainstream languages like, C++, Java, C#, and Python all belong to the family of object-oriented programming languages.

In this book, we use a neutral language called qBeta inspired by the Beta language in order to be independent of mainstream languages. The plan is to supply descriptions of how to implement the programming-as-modeling approach in mainstream languages like, C++, Java, C# and Python and perhaps others. We do, however, think that the current version may be a useful supplement to most courses on object-oriented programming and we think most instructors should be able to build the bridge between this book and textbooks about a given programming language.