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«OLD WEB TECHNOLOGIES AND PROGRAMMING LANGUAGES»

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ABSTRACT

This scientific work is devoted to web technologies and programming languages, which have lost popularity. The goal is to find out why some web technologies and programming languages have stopped being used to create software, mobile applications, or websites.

Keywords: programming language; web technology; web site; mobile app.

Currently, there are about 8,500 programming languages, but most programmers use only the most common programming languages that meet modern requirements for developing software products, creating a web or mobile application or website.

Programmers have almost stopped using these programming languages to develop software products: Fortran, Basic, Turbo Pascal, Cobol, Ada, LISP, Prolog, PL/1, J#, and ActionScript, as these programming languages have long been obsolete.

At the moment, most programmers use the following programming languages-Java, JavaScript, C#, PHP, Python, C++, Swift, Ruby, Go, TypeScript, Scala, C, 1C.

The priority languages to learn are Python, JavaScript, Go, Java, and Kotlin.

After IT companies Facebook Inc. and Google Inc. created the React and Angular JavaScript libraries for web developers to create user interfaces, the JavaScript programming language became a popular language in the world.

Also, a new programming language - TypeScript, which appeared in 2012 as a tool for developing web applications, expanded the capabilities of the programming language - JavaScript.

Most programmers have started using React and Angular because it allows you to quickly and efficiently create a web project, user interface or mobile application using the latest web technologies that open up huge opportunities.

Such changes in the field of information and web technologies have led to the fact that some programming languages, such as – Perl, ColdFusion, VBScript, ActionScript, Objective-C, Delphi, Pascal, Cobol and F# have ceased to be popular and in-demand programming languages.

The Objective-C programming language was superseded by a new programming language, Swift, which appeared in 2014. The Swift programming language was created by Apple for iOS and MacOS developers. Programming Language-Swift was conceived as an easier-to-read and error-resistant programming language than its predecessor, Objective-C.

In the early 2000s, there was a very popular web technology-Flash. Web technology – Flash was used to create modern websites, animations, and browser-based online games. In 2000, the first version of the programming language appeared - ActionScript, which was used only in web technology-Flash. At that time, the first programmers appeared who started using the programming language – ActionScript, they mainly used this programming language to create browser-based online games in the web technology – Flash. There is a very large industry of browser-based online games.

By 2005, web technology – Flash became the most popular in the web space, overtaking QuickTime, RealNetworks, and Windows Media Player.

But in recent years, the web technology – Flash began to fade, there were many reasons - excessive system requirements, lack of support on mobile devices and constant security problems.

The emergence and spread of a new web technology - HTML5 - helped speed up the process of abandoning the web technology - Flash.

In 2017, the IT company Adobe Inc., which owned web technology-Flash, recognized web technology-Flash as obsolete. Web technology-Flash lost its popularity and Adobe Inc. stopped supporting and distributing web technology-Flash-on December 31, 2020. After the end of 2020, the web technology - Flash and its programming language – ActionScript ceased to exist.

We can conclude that programming languages must meet all modern and complex challenges in the field of web and information technology. A programming language may lose popularity if it cannot solve complex problems, has security problems, requires excessive system requirements, or a new similar programming language with more extensive features appears.

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