

## **Luc Paquin Programming Language (1974-2021)**

- ActionScript
- Arduino
- Arduino C
- Assembly language
- Atmel-ICE
- AVRISP mkII
- AVRDUDE
- Bash (Unix shell)
- BASIC
- Batch file
- C
- C++
- CircuitPython
- Clipper
- COBOL
- Cobra
- CryEngine
- C Sharp
- dBase
- Doom engine
- Eclipse
- Fortran
- Game Editor
- Java
- JavaScript
- LabVIEW
- Lisp
- MATLAB
- MicroPython
- Modula-2
- Native API
- NS Basic
- NSB/AppStudio
- Objective-C
- Object Pascal
- OpenCL
- Pascal
- PBASIC
- Perl
- PHP
- PIC MPLAB
- Processing

- PropBASIC
- Propeller C
- PostScript
- Prolog
- Python
- PowerShell
- Ruby
- Truevision3D
- Squirrel
- SQL
- Unity (Game Engine)
- Unreal Engine
- VBScript
- Visual Basic
- Visual Basic for Applications
- Visual Basic .NET
- Visual Component Library
- Visual FoxPro
- Windows API
- Wiring Development Platform
- Wolfenstein 3D
- xBase
- Xojo
- Etc...