

Forum:[Hack Forums](#)

Thread: [Next language you will learn?](#)

Hackers - August 6, 2024, 8:46 pm

What is the next programming language you will learn?

I have thought about a few:

C#
Go
Rust
Ruby

I am currently learning C++ and have a good ways to go, but figured I'd ask y'all what you are thinking for your next language :)

Mr_Kh4os - August 6, 2024, 9:03 pm

That's awesome you'll be able to do anything after that, I am currently learning Python and want to move in C++ after from there maybe some networking knowledge.

Bastille - August 6, 2024, 10:03 pm

I would love to improve my Python, aside of that I would also improve Bash and PowerShell, and then C++

SovietBastard - August 7, 2024, 2:34 am

(Aug 6, 2024 08:46 PM)nodes Wrote: [\[CITE\]](#) What is the next programming language you will learn?

I have thought about a few:

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Ruby

I am currently learning C++ and have a good ways to go, but figured I'd ask y'all what you are thinking for your next language :)
brainfuck then befunge

Hackers - August 7, 2024, 6:34 am

(Aug 6, 2024 09:03 PM)Mr_Kh4os Wrote: [\[CITE\]](#) That's awesome you'll be able to do anything after that, I am currently learning Python and want to move in C++ after from there maybe some networking knowledge.

Yeah that's how it feels lol! I know Python, PHP, JS, Solidity, SQL, HTML, CSS and all the Linux sys admin stuff. I decided to learn C++ so I could go lower level with my code and get closer to hardware.

(Aug 6, 2024 10:03 PM)Bastille Wrote: [\[CITE\]](#) I would love to improve my Python, aside of that I would also improve Bash and PowerShell, and then C++

Python is quick and easy and pretty fast too. It's definitely a fun one and has wide support

Bash and PS I am not trying to memorize, but I can always learn more. Very useful

Mr_Kh4os - August 7, 2024, 8:36 am

(Aug 7, 2024 06:34 AM)nodes Wrote: [\[CITE\]](#) Yeah that's how it feels lol! I know Python, PHP, JS, Solidity, SQL, HTML, CSS and all the Linux sys admin stuff. I decided to learn C++ so I could go lower level with my code and get closer to hardware.

I swear everyone in Fallen know's a lot of coding ?, I am trying to get to a moderate level before I ever apply. Hmm what does it mean lower level with my code and get closer to hardware?

SovietBastard - August 7, 2024, 9:29 am

(Aug 7, 2024 08:36 AM)Mr_Kh4os Wrote: [\[CITE\]](#) I swear everyone in Fallen know's a lot of coding ?, I am trying to get to a moderate level before I ever apply. Hmm what does it mean lower level with my code and get closer to hardware?

not to be rude or arrogant, but you just asked what lower level means and you previously said you are learning python and you want to start c++, how are you going to learn programming in c++ if you don't know yet the difference between low/high level programming? im trying to understand your situation, going from "im learning python and then i want to go for c++" to "what does lower level mean?" is quite a big gap don't you think? Lower level in programming means that you basically have more control, higher level means less control, lower level languages are C, c++, assembly, etc ... High level are python, javascript, go, etc... Getting closer to hardware means exactly that you get closer to hardware, no better definition, however, i don't usually give this kind of tips to newbies, but if you're going to learn c++ make sure you know what hardware and software means...

Mr_Kh4os - August 7, 2024, 9:56 am

(Aug 7, 2024 09:29 AM)SovietBastard Wrote: [\[CITE\]](#) not to be rude or arrogant, but you just asked what lower level means and you previously said you are learning python and you want to start c++, how are you going to learn programming in c++ if you don't know yet the difference between low/high level programming? im trying to understand your situation, going from "im learning python and then i want to go for c++" to "what does lower level mean?" is quite a big gap don't you think? Lower level in programming means that you basically have more control, higher level means less control, lower level languages are C, c++, assembly, etc ... High level are python, javascript, go, etc... Getting closer to hardware means exactly that you get closer to hardware, no better definition, however, i don't usually give this kind of tips to newbies, but if you're going to learn c++ make sure you know what hardware and software means...

Part of learning is asking questions that you don't know and getting out of your comfort zone there is a lot of different terminology people use and I am coming from a completely different field outside of just gaming and building pc's for hobby. I just started learning part time which means I have little to no knowledge and I didn't want it to come off like I knew everything but it sounds like you read it the opposite haha no harm no foul text always seems to sound different then it is supposed to.

I really appreciate you breaking it down this makes more sense, English is not my first language so sometimes I have to ask for it to be phrased another way(like this instance) it's just how my brain works I am trying to improve.

SovietBastard - August 7, 2024, 10:49 am

(Aug 7, 2024 09:56 AM)Mr_Kh4os Wrote: [\[CITE\]](#) Part of learning is asking questions that you don't know and getting out of your comfort zone there is a lot of different terminology people use and I am coming from a completely different field outside of just gaming and building pc's for hobby. I just started learning part time which means I have little to no knowledge and I didn't want it to come off like I knew everything but it sounds like you read it the opposite haha no harm no foul text always seems to sound different then it is supposed to.

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you're good no worries, english is not even my first language, so i understand...

Hackers - August 7, 2024, 11:40 am

(Aug 7, 2024 10:49 AM)SovietBastard Wrote: [\[CITE\]](#) you're good no worries, english is not even my first language, so i understand...

Wow, this thread didn't turn into a war between users

Wholesome and nice to see :)

SovietBastard - August 7, 2024, 12:44 pm

(Aug 7, 2024 11:40 AM)nodes Wrote: [\[CITE\]](#) Wow, this thread didn't turn into a war between users

Wholesome and nice to see :)

why? is this what happens here all the time ? im a pretty chill dude until get herassed :)

Hackers - August 7, 2024, 1:07 pm

(Aug 7, 2024 12:44 PM)SovietBastard Wrote: [\[CITE\]](#) why? is this what happens here all the time ? im a pretty chill dude until get herassed :)

Haha not just here, in tech discussions in general

—

I still have dreams of making my own language

happygonutty - August 7, 2024, 3:36 pm

(Aug 6, 2024 08:46 PM)nodes Wrote: [\[CITE\]](#) What is the next programming language you will learn?

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Ruby

I am currently learning C++ and have a good ways to go, but figured I'd ask y'all what you are thinking for your next language :)

Nice list! It is very rare nowadays for someone to learn Ruby. Amongst your list of programming language, why learn Ruby anyways? Just a question out of the blue and no harm intended. ?

Yin Yang - August 7, 2024, 3:37 pm

Powershell for sure would be nice to improve on

padrino - August 7, 2024, 3:56 pm

I've been coding in C# and VB.net for over 6 years now so I'd reccomend C# for sure as a new language if you're looking for one to pick up. As for me I've not written any python since my college days so I could do with improving that for sure. TypeScript also looks pretty fun and I have a bit of experience with Js so shouldn't be too hard to pick up.

Hackers - August 7, 2024, 11:02 pm

(Aug 7, 2024 03:37 PM)Yin Yang Wrote: [\[CITE\]](#) Powershell for sure would be nice to improve on
Definitely, and some cool things you can do with PS

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not written any python since my college days so I could do with improving that for sure. TypeScript also looks pretty fun and I have a bit of experience with Js so shouldn't be too hard to pick up. Honestly if you're familiar with C# then TS will be somewhat easier for you.

Do you like Python for anything in particular, or are you against using it?

globalroot - August 8, 2024, 12:02 pm

Thinking about giving a retry to Rust. It looks very ugly to me. But all people around me loves and uses it. I shall try again

padrino - August 8, 2024, 4:23 pm

(Aug 7, 2024 11:02 PM)nodes Wrote: [\[CITE\]](#) Definitely, and some cool things you can do with PS

Honestly if you're familiar with C# then TS will be somewhat easier for you.

Do you like Python for anything in particular, or are you against using it?

Nothing particularly against Python - I actually wrote my college thesis project in it. I just pretty much use C# for most things as it's what I use every day for work as a back end engineer, so it's the language I'm most familiar with. I do remember Python pissing me off because it was white space sensitive and I was using a pretty crappy IDE, but that was more due to lack of experience than anything. I really should brush up on it.

legaldocuments - August 15, 2024, 1:26 am

(Aug 8, 2024 12:02 PM)globalroot Wrote: [\[CITE\]](#) Thinking about giving a retry to Rust. It looks very ugly to me. But all people around me loves and uses it. I shall try again

Same. Currently I do a lot of C#, since it is getting very performant year by year, not sure on what I would benefit from Rust :'), since the tooling is not very ergonomic, just like the language itself. Unless I had a very critical performant task, I might use it, otherwise, just keep C#.

Klonopin - August 15, 2024, 6:30 am

In my free time I've been learning rust, but the syntax is steering me away, my brain is just so used to the c syntax that any other language feels gross to me

I'm also working on my x86 and x64 Assembly aswell

Hackers - August 15, 2024, 7:33 am

(Aug 15, 2024 06:30 AM)Klonopin Wrote: [\[CITE\]](#) In my free time I've been learning rust, but the syntax is steering me away, my brain is just so used to the c syntax that any other language feels gross to me

I'm also working on my x86 and x64 Assembly aswell

What do you think the biggest learning curve of Rust is?

I'm still learning C/C++, mix in of assembly, dissecting and reconstructing or mapping a PE, etc. still lots to learn. I have dabbled in some C# this last week as well.

I've been getting more into 64 vs 32 structures, types, offsets, and various formats.

I've realized that while x64 should be the norm, there are enough reasons to justify knowing how to work with 32, WOW, x86, etc.

The other thing I've been doing is having compile time conditionals for my target platform so I can have code side by side for functionality.

For example, I'll have a second file with helper functions that checks target platform for compiling to determine what function definition to use.

This lets me then use the same function calls (using overloads for parameter differences if any) in the main programs, without having to think about target OS as much. Basically I am starting to build up my collection of helper function wrappers.

What is really nice is that you can give an LLM your helper functions so it can use much more minimal code in final programs. This takes care of all the bloated code for exceptions, errors, logging, 64 vs 86, etc and makes things much simpler to look at, update and create.

Klonopin - August 15, 2024, 8:29 am

(Aug 15, 2024 07:33 AM)nodes Wrote: [\[CITE\]](#) What do you think the biggest learning curve of Rust is?

Transitioning from C++ to Rust, the syntax of Rust can be quite challenging and confusing. However, I've discovered some interesting standard library macros in Rust that are not easily achievable in C++ which are cool.

(Aug 15, 2024 07:33 AM)nodes Wrote: [\[CITE\]](#) I've realized that while x64 should be the norm I believe x64 is the standard now, with most hardware using it. However, you might still find some older or specialized hardware running x86, such as legacy systems, certain embedded devices, or older low-power laptops.

(Aug 15, 2024 07:33 AM)nodes Wrote: [\[CITE\]](#) I have dabbled in some C# this last week as well. How are you finding C#? What have you been working on with it? Is there anything you particularly like about it?

Snakesss - August 15, 2024, 6:09 pm

I brushed a bit with Java and C(x) during schooling but that was around the era of python.

Been wanting to delve a bit into it to see how it can/will coincide with other languages myself - That's if RL allots the time.

ttbr0 - August 15, 2024, 7:22 pm

golang now and rust sometime in the future. while c is great and simple it is severely difficult to code securely and lacks a lot of features that can make it powerful. c++ is what i am using right now and i am enjoying it much more than c because of its features that allow for more powerful constructs and secure coding but similarly it is hard to get right like c. i am finding golang so much more simpler and better compared to python. its goroutines make it much more desirable compared to trying to design complex multithreading code in c++ or whatever terrible "multithreading" that python has. i will want to learn rust in the future for much of its default secure features.

M?tt - August 15, 2024, 7:33 pm

C and C# are what I'm focusing on during the holidays. I'm going to use that to later pick up on Assembly and hopefully start doing reverse engineering stuff.

ahw9n2io8wd9h - August 17, 2024, 2:35 am

I'm content with the languages I've learned, but might consider golang and elixir in the future.

dobroy_000 - August 17, 2024, 5:44 am

????????????, ??????

[warn]

GILBERT - August 17, 2024, 10:42 pm

I have always been curious about Python. Since i already know C, the learning process should be smooth i guess.

Phantom_NiNja - August 18, 2024, 1:14 pm

(Aug 6, 2024 08:46 PM)nodes Wrote: [\[CITE\]](#) What is the next programming language you will learn?

I have thought about a few:

C#

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Rust

Ruby

I am currently learning C++ and have a good ways to go, but figured I'd ask y'all what you are thinking for your next language :)

I think C++ is all you need. If you learn asm, c, and c++ is all you need because it's what is commonly used.

__main__ - August 19, 2024, 12:36 am

I have decided to learn Kotlin for Android development. The name "Kotlin" is not very appealing though as it resembles a profanity in my language. :-)

dobroy_000 - August 19, 2024, 4:43 am

(Aug 17, 2024 10:42 PM)GILBERT Wrote: [\[CITE\]](#) I have always been curious about Python. Since i already know C, the learning process should be smooth i guess.

i guess too, coming from C to python will make it easier than someone just newbie

SovietBastard - August 19, 2024, 7:19 am

(Aug 7, 2024 03:37 PM)Yin Yang Wrote: [\[CITE\]](#) Powershell for sure would be nice to improve on will not be hard to learn, commands are quite limited, i dont know powershell programming cuz im on linux

(Aug 15, 2024 07:22 PM)ttbr0 Wrote: [\[CITE\]](#) golang now and rust sometime in the future. while c is great and simple it is severely difficult to code securely and lacks a lot of features that can make it powerful. c++ is what i am using right now and i am enjoying it much more than c because of its features that allow for more powerful constructs and secure coding but similarly it is hard to get right like c. i am finding golang so much more simpler and better compared to python. its goroutines make it much more desirable compared to trying to design complex multithreading code in c++ or whatever terrible "multithreading" that python has. i will want to learn rust in the future for much of its default secure features.

agree on the fact that c++ multi-threading is kind of a pain, i also learned rust time ago, eventually abandoned bcz i did not like it, i never tried golang, how is it? same like python i guess?

ttbr0 - August 19, 2024, 7:50 am

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high level and simple. i will look to replace most, if not all, of my python development with it as well as everything above systems development where i would use c/c++.

SovietBastard - August 19, 2024, 8:03 am

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would use c/c++.
what about ASM?

ttbr0 - August 19, 2024, 8:08 am

(Aug 19, 2024 08:03 AM)SovietBastard Wrote: [\[CITE\]](#) what about ASM?

i dont write asm unless its for very very specific purposes that cant be or isnt easily achieved with a high level language. it isnt intuitive, scalable, nor maintainable so i avoid it. i only use asm to read disassembly which is something i do quite often.

SovietBastard - August 19, 2024, 8:12 am

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i don't know, asm can be good for specific situations, where less code possible is required for example, but like you said, it is overwhelming if not required, you mentioned in the other thread that you write offensive code, you do that in golang?

ttbr0 - August 19, 2024, 8:25 am

(Aug 19, 2024 08:12 AM)SovietBastard Wrote: [\[CITE\]](#) i don't know, asm can be good for specific situations, where less code possible is required for example, but like you said, it is overwhelming if not required, you mentioned in the other thread that you write offensive code, you do that in golang?

yes that is a situation that might require handwriting asm. if i need to code golf shellcode then i will but beyond that there arent many situations where its necessary. if i need position independent code, for example, i will just write my code in c/c++ and get the compiler to generate the assembly for me. although in that specific case there is a need to handwrite small stack alignment stub to please simd under 64-bit arch.

i write offensive golang in a sense. it isnt malware code, that i stick to ol reliable c/c++.

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i've been to cpp conferences many times, every time there was something new to learn, they are interesting conferences, can teach you a lot, a lot of occult c++, my background is in adanced cryptography and programming, but this does not mean i cant learn more... you mentioned c++ a lot, have u ever been to a cpp conference before? i assure you that you wont regret...

ttbr0 - August 19, 2024, 8:38 am

(Aug 19, 2024 08:33 AM)SovietBastard Wrote: [\[CITE\]](#) i've been to cpp conferences many times, every time there was something new to learn, they are interesting conferences, can teach you a lot, a lot of occult c++, my background is in adanced cryptography and programming, but this does not mean i cant learn more... you mentioned c++ a lot, have u ever been to a cpp conference before? i assure you that you wont regret...

ive never been but i have seen some cppcon talks. c++ is incredibly complex and there is still a lot for me to learn and improve on. i am not a programmer by trade but it is something that i use a lot for both reading and writing. i find reading large c++ codebases to be incredibly insightful as well and i often "steal" some of their concepts like writing wrapper classes for secure, automatic management and releasing of resources. c++ is something i will stick to until either i stop

programming or rust completely takes over.

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compiler hints, template metaprogramming, operator overloading, muliple inheritance,SFINAE, etc... c++ is huge bcz is old, more time passes, more functionalities and libraries are added... i've learned very complex and occult patterns and concepts during cppcon conferences...

ttbr0 - August 19, 2024, 8:53 am

(Aug 19, 2024 08:46 AM)SovietBastard Wrote: [\[CITE\]](#) compiler hints, template metaprogramming, operator overloading, muliple inheritance,SFINAE, etc... c++ is huge bcz is old, more time passes, more functionalities and libraries are added... i've learned very complex and occult patterns and concepts during cppcon conferences...

see i know those terms but every time i learn something new i forget what i learned before because theres so much and i havent had time to familiarize myself with the concepts. it will take me a bit to get it all down. still need to learn design patterns too... theres just so much hah

SovietBastard - August 19, 2024, 9:18 am

(Aug 19, 2024 08:53 AM)ttbr0 Wrote: [\[CITE\]](#) see i know those terms but every time i learn something new i forget what i learned before because theres so much and i havent had time to familiarize myself with the concepts. it will take me a bit to get it all down. still need to learn design patterns too... theres just so much hah

totally agree with you, there's a lot to digest from c++, just look at the STL, for the design patterns, the main difference between c++ and C is OOP, so in my useless opinion, it does make more sense if you use c++ to make also use of OO programming.

Portugals - August 20, 2024, 10:33 am

Italian interests me a lot

Badge - August 20, 2024, 10:39 am

(Aug 20, 2024 10:33 AM)Portugals Wrote: [\[CITE\]](#) Italian interests me a lot
This is a coding question bro

Portugals - August 20, 2024, 10:57 am

(Aug 20, 2024 10:39 AM)Badge Wrote: [\[CITE\]](#) This is a coding question bro
Oh damn I'm so confused sorry man :D

Badge - August 20, 2024, 10:58 am

(Aug 20, 2024 10:57 AM)Portugals Wrote: [\[CITE\]](#) Oh damn I'm so confused sorry man :D
It's all good lmao, Do you code? Or ever plan too?

Portugals - August 20, 2024, 1:31 pm

(Aug 20, 2024 10:58 AM)Badge Wrote: [\[CITE\]](#) It's all good lmao, Do you code? Or ever plan too?
I'm not good with codes, bro, I think I came to the wrong place :)

Delfin - August 21, 2024, 10:04 am

Honestly, the next language I'm going to learn is probably Python because I feel like knowing it would actually help in debugging and modifying programs written in Python. Although I'm able to do

this to an extent, I'd feel considerably more comfortable with it if I actually knew the language.

I've learned a bunch of other languages, including scripting languages, but never actually learned Python lol

notagh0st - August 21, 2024, 11:40 am

I had an opportunity to start doing some reverse engineering at my job, which until then, has just been something I've been doing for fun on my own time. I've been neck deep in x86 assembly.

Efreezy - August 22, 2024, 11:02 am

Any references where to learn python

I'm taking a course for networking basics n moving onto others

Hect0r - September 20, 2024, 1:54 am

I started programming with C, then I switched to C++, I think that when I learn the knowledge I set out to add with these two languages I will switch to python.

Hackers - November 19, 2024, 8:56 am

(Sep 20, 2024 01:54 AM)Hect0r Wrote: [\[CITE\]](#) I started programming with C, then I switched to C++, I think that when I learn the knowledge I set out to add with these two languages I will switch to python.

Nice, you should have a pretty easy time with Python if you started with C/C++.

You can get a lot done with Py, a lot quicker too.

nextip - November 20, 2024, 6:54 pm

I am thinking javascript.

doxbintop - December 3, 2024, 7:28 pm

I'm still learning python but next language I'll like to learn is probably C++

Young George - December 4, 2024, 4:02 am

I have only started learning Python as a first language about 6 months ago, but I feel like I have the basics down now. I mainly let my projects and desires lead the way for my learning path so when the time to branch out to a new language comes, I will likely go to whichever language is best for the next step of whatever I'm building on.

Since I already have an automated bot programmed in Python, and the data stored in an SQL database, learning a front end type language will be my next likely path. I have seen and heard a lot about React and TypeScript so maybe I will begin with one of those... Or maybe just dive right in to JS. Any recommendations would be helpful here :)

gdsvfy - December 8, 2024, 9:29 pm

Another Python programmer here. It's essentially the lingua franca in anything ML-related, since most work in that area is fairly high-level nowadays. Most applications where performance matters has libraries/packages implemented in C/C++ (or a similarly performant language) under the hood, as well, abstracting away much of the low-level coding that would otherwise be necessary.

That being said, I'd still love to become proficient in C/C++, just to pick up the C syntax in general. Even if I never end up coding down to the metal, the ubiquity of its syntax alone is a good argument for picking up the skill.

Other than that, I have half a mind to explore some dialect of Lisp, just for fun. But that would really be just that - a side hobby for the hell of it.

