Programming Paradigms

DSL	Stands for Domain Specific Language. A computer language focused on a particular aspect of a software system. A contrast to general-purpose languages like C , Python and Haskell that are designed to let you write any sort of program with any sort of logic you need.
Functional languages	Programming languages built over and around logical functions or procedures within their programming structure. Among them are Scala , Erlang, OCaml, Haskell , F# , Clojure, Elixir .
Functional programming	Style of building the structure and elements of computer programs, that treats computation as the evaluation of mathematical functions and avoids changing-state and mutable data.
Languages with OO features	C++ , C# , Java , JavaScript , Objective-C , Perl (v5), PHP 5, Python , Ruby , Scala .
Metaprogramming	It is a technique of writing programs that generate code, sometimes called meta-programs. These programs can generate tables of data on a smaller scale, boilerplate code for larger applications and abbreviate verbose statements in the code. Meta-programs are easy to maintain.
OOAD	Stands for Object-Oriented Analysis and Design. A technical approach applied in analysis and design of an application or system through OOP and visual modeling through the development life cycles for product quality and stakeholder communication.
OOP	Stands for object-oriented programming. Programming paradigm based on the concept of 'objects' (which are data structures that contain data, in the form of fields) often known as attributes; and code (in the form of procedures) often known as methods.
Programming Paradigm	A style of programming, or a way to classify programming languages depending on the style of computer programming.
PWA	Stands for the Progressive Web App. A new form of mobile web development, lets developers build a single version website/app that can be delivered across all devices and works like an app but without the hassle of distribution through an app store. Originally developed and coined by Google's Chrome team.
Reactive programming	A programming paradigm oriented around data flows and the propagation of change. This means that it should be possible to express static or dynamic data flows with ease in the programming languages used and that the underlying execution model will automatically propagate changes through the data flow.
Scripting languages	Perl , Shell, Bash, AWK, Python , Ruby , JavaScript , Lua .