

Luc Paquin Programming Language (1974-2025)

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- ActionScript
- Android
- Anywhere Software B4X RAD (iOS, Android, Arduino, Windows, MacOS and Linux)
- 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
- iOS
- Java
- JavaScript
- LabVIEW
- Lisp
- MATLAB
- MicroPython
- Modula-2
- Native API
- NS Basic
- NSB/AppStudio (iOS, Android, Windows, MacOS and Linux)
- Objective-C
- Object Pascal
- OpenCL

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- OSX
- Pascal
- PBASIC
- Perl
- PHP
- PIC MPLAB
- Processing
- PropBASIC
- Propeller C
- PostScript
- Prolog
- Python
- PowerShell
- Ruby
- Rust
- Thonny
- 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...