

# Most Spoken Languages

2025

% share as a first language

25.5%

1 Rank

English

1.5B

Total speakers

4

Spanish

español

558M

86.7%

2

Mandarin

中文

1.2B

83.6%

3

Hindi

हिन्दी

609M

56.7%

5

Standard Arabic

العربية

335M

Standard Arabic is acquired through formal education after speakers first learn their local Arabic dialect.

6

French

français

312M

23.7%

7

Bengali

বাংলা

284M

85.2%

8

Portuguese

português

267M

93.6%

9

Russian

русский

253M

57.3%

10

Indonesian

bahasa Indonesia

252M

29.8%

11

Urdu

اُردُو

246M

31.7%

12

German

deutsch

134M

56.7%

13

Japanese

日本語

126M

98.4%

14

Nigerian Pidgin

121M

4.1%

15

Egyptian Arabic

119M

70.6%

16

Marathi

99M

83.8%

17

Vietnamese

97M

88.7%

18

Telugu

96M

86.5%

19

Hausa

94M

61.7%

20

Turkish

91M

93.4%

21

Western Punjabi

90M

n/a

22

Swahili

87M

4.6%

23

Tagalog

87M

37.9%

24

Tamil

86M

91.9%

25

Yue Chinese\*

86M

98.8%

Source: Ethnologue

\*Yue Chinese includes Cantonese.

Varieties of "macrolanguages" like Arabic, Mandarin, and Persian are listed separately.

# Visual Languages

**AW Rasmussen**



## Visual Languages:

**Visual Languages** Shi-Kuo Chang, 2012-12-06 This book is intended as both an introduction to the state of the art in visual languages as well as an exposition of the frontiers of research in advanced visual languages. It is for computer scientists, computer engineers, information scientists, application programmers, and technical managers responsible for software development projects who are interested in the methodology and manifold applications of visual languages and visual programming. The contents of this book are drawn from invited papers as well as selected papers from two workshops: the 1985 IEEE Workshop on Languages for Automation Cognitive Aspects in Information Processing which was held in Mallorca, Spain, June 28-30, 1985, and the 1984 IEEE Workshop on Visual Languages which was held in Hiroshima, Japan, December 7-9, 1984. Panos Ligomenides and I organized the technical program of LFA 85, and Tadao Ichikawa and I organized the technical program of VL 84. Both workshops have now become successful annual events in their own right. The intersecting area of visual languages and visual programming especially has become a fascinating new research area. It is hoped that this book will focus the reader's attention on some of the interesting research issues as well as the potential for future applications. After reading this book, the reader will undoubtedly get an impression that visual languages and the concept of generalized icons can be studied fruitfully from many different perspectives including computer graphics, formal language theory, educational methodology, cognitive psychology, and visual design. Visual Language Theory Kim Marriott, Bernd Meyer, 2012-12-06 Kim Marriott, Bernd Meyer Communication is one of the hallmarks of humans. When we think of human communication, most people first think of spoken and written languages. These are similar in that symbols in the language are encountered and processed sequentially, either temporally as they are spoken or as characters are read across a page. However, not all human communication is sequential in nature. Important components of human communication are visual languages such as maps or diagrams. In these languages, the basic symbols are not encountered sequentially but rather seen together at a glance. Visual languages are ubiquitous in human cultures, ranging from traditional paintings of central Australian aborigines, which are in part maps of the countryside, to an architect's design of a new building. Visual languages have been employed from earliest pre-history to the present and are used in almost every human endeavor. They cover the entire spectrum of human expression, ranging from fine art such as an abstract expressionist's private language to precise technical communication using rigorously defined notation such as musical notation, mathematical notation, or street maps. Some visual languages such as sign languages used by the deaf community substitute spoken language entirely. Indeed, sign languages, for example American Sign Language, are a particularly interesting instance of visual communication since they use three-dimensional spatial arrangements of signs in combination with their sequential temporal order to constitute meaning. **Handbook of Visual Languages for Instructional Design: Theories and Practices** Botturi, Luca, Stubbs, Todd, 2007-12-31 Presents languages and notation systems of ID and the integration of these technologies in education.

*Visual Languages and Applications* Tadeo Ichikawa, Erland Jungert, Robert R. Korfhage, 1990-10-31 The interface between the user of a computer based information system and the system itself has been evolving at a rapid rate The use of a video screen with its color and graphics capabilities has been one factor in this evolution The development of light pens mice and other screen image manipulation devices has been another With these capabilities has come a natural desire to find more effective ways to make use of them In particular much work has gone into the development of interface systems that add visual elements such as icons and graphics to text The desire to use these visual elements effectively in communication between the user and the system has resulted in a healthy competition of ideas and discussion of the principles governing the development and use of such elements The present volume chronicles some of the more significant ideas that have recently been presented The first volume in this series on the subject *Visual Languages* Chang Ichikawa and Ligomenides eds Plenum 1986 covered work done in the early days of the field of visual languages Here we represent ideas that have grown out of that early work arranged in six sections Theory Design Systems Visual Programming Algorithm Animation Simulation Animation and Applications I THEORY Fundamental to the concept of visual languages is the conviction that diagrams and other visual representations can aid understanding and communication of ideas We begin this volume with a chapter by Fanya S

**Handbook of Graph Grammars and Computing by Graph Transformation** Hartmut Ehrig, 1997 Graph grammars originated in the late 60s motivated by considerations about pattern recognition and compiler construction Since then the list of areas which have interacted with the development of graph grammars has grown quite impressively Besides the aforementioned areas it includes software specification and development VLSI layout schemes database design modeling of concurrent systems massively parallel computer architectures logic programming computer animation developmental biology music composition visual languages and many others The area of graph grammars and graph transformations generalizes formal language theory based on strings and the theory of term rewriting based on trees As a matter of fact within the area of graph grammars graph transformation is considered a fundamental computation paradigm where computation includes specification programming and implementation Over the last three decades graph grammars have developed at a steady pace into a theoretically attractive and important for applications research field Volume 2 of the indispensable *Handbook of Graph Grammars and Computing by Graph Transformations* considers applications to functional languages visual and object oriented languages software engineering mechanical engineering chemical process engineering and images It also presents implemented specification languages and tools and structuring and modularization concepts for specification languages The contributions have been written in a tutorial survey style by the top experts in the corresponding areas This volume is accompanied by a CD Rom containing implementations of specification environments based on graphtransformation systems and tools whose implementation is based on the use of graph transformation systems

**Handbook Of Software Engineering And Knowledge Engineering, Vol 2: Emerging Technologies** Shi-kuo

Chang,2002-05-10 This is the first handbook to cover comprehensively both software engineering and knowledge engineering two important fields that have become interwoven in recent years Over 60 international experts have contributed to the book Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information Each chapter covers one topic and can be read independently of other chapters providing both a general survey of the topic and an in depth exposition of the state of the art Practitioners will find this handbook useful when looking for solutions to practical problems Researchers can use it for quick access to the background current trends and most important references regarding a certain topic The handbook consists of two volumes Volume One covers the basic principles and applications of software engineering and knowledge engineering Volume Two will cover the basic principles and applications of visual and multimedia software engineering knowledge engineering data mining for software knowledge and emerging topics in software engineering and knowledge engineering Visual Language Robert E. Horn,1998 **Groupware: Design, Implementation, and Use** Jörg M. Haake,Jose A. Pino,2002-08-14 Welcome to the 8th International Workshop on Groupware CRIWG 2002 The previous workshops took place in Lisbon Portugal 1995 Puerto Varas Chile 1996 El Escorial Spain 1997 B zios Brazil 1998 Cancun Mexico 1999 Madeira Portugal 2000 and Darmstadt Germany 2001 CRIWG workshops follow a simple recipe for success good papers a small number of participants extensive time for lively and constructive discussions and a high level of cooperation both within and between paper sessions CRIWG 2002 continued this tradition CRIWG 2002 attracted 36 submissions from 13 countries nine of them outside Ibero America Each of the 36 articles submitted was reviewed by at least three members of an internationally renowned Program Committee This year we used a double blind reviewing process i e the reviewers did not know who the authors of the papers were In addition the reviewers were chosen based on their expertise and we also ensured that they came from countries and institutions not related to those of the paper s authors This reviewer assignment worked remarkably well as indicated by the high average confidence value the reviewers gave their own reviews This means that papers were usually reviewed by experts in the paper s topic As a consequence reviews were usually quite extensive and contained many suggestions for provements I would like to thank all the members of the Program Committee for their hard work which I am sure contributed to improving the quality of the final articles **Language** Joseph Vendryes,1925 Shows safety procedures to prevent injury when working with electricity Stresses alertness planning removal of potential hazards and good housekeeping **Africa** ,1928 Includes Proceedings of the Executive council and List of members also section Review of books Visual Language Peter Bonnici,1999 Making visual images that can be understood universally is a vitally important skill for creative thinkers across the design spectrum Modern Languages Eric G. Underwood,Ernest Albert Craddock,1924 *Visual Languages for Interactive Computing: Definitions and Formalizations* Ferri, Fernando,2007-08-31 Presents problems and methodologies related to the syntax semantics and ambiguities of visual languages Defines and

formalizes visual languages for interactive computing as well as visual notation interpretation *Broadcast English ...*  
British Broadcasting Corporation, Arthur Lloyd James, 1930 **Visual Languages and Visual Programming** Shi-Kuo  
Chang, 1990-06-30 Audio-visual Language Journal, 1978 *The Encyclopædia Britannica* James Louis Garvin, Franklin  
Henry Hooper, Warren Earle Cox, 1929 **Psychology** Hermann Ebbinghaus, 1911 **A Guide to Programming**  
**Languages** Ruknet Cezzar, 1995 This reference is intended for experienced practitioners consultants and students working  
on building practical applications It discusses the most widely used programming languages and their functional pros and  
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concepts numerous diagrams charts and sample programs coverage of object oriented programming and visual programming  
and tables rating languages on such subjects as simplicity data structuring portability and efficiency **Semiotics of**  
**Visual Language** Fernande Saint-Martin, 1990-10-22 the details of Saint Martin s argument contain a wealth of penetrating  
observations from which anyone with a serious interest in visual communication will profit Journal of Communication Saint  
Martin elucidates a syntax of visual language that sheds new light on nonverbal language as a form of representation and  
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