

1. The shift from punch cards to programming languages was mainly driven by the need for faster and easier coding, specifically that which is written in English. Using punch cards was a days-long process that left a lot of room for human error, so the advent of programming languages was one that revolutionized the field.
2. Each programming language has its own specific use: JavaScript is most commonly used for websites, whereas Python is used for data analysis. Additionally, each programmer may have a preference for one language over the other, so a wide variety allows for more diverse tastes.
3. The language I've used the most is Python, which comes with many drawbacks. As a relatively inexperienced programmer, I find Python to not be super intuitive, so learning its specific syntax can be confusing. For example, I think the For loop could be replaced by a more efficient counting system.
4. First I'd have to decide if the language is compiled or interpreted. Then I'd define the functions I need, and how they will be set up. I will also need to define operators, like multiplication and division. I would make the language easy to understand and learn for beginners by making it as close as possible to English, and to simplify the logic and syntax.

SOURCES:

<https://spectrum.ieee.org/from-punch-cards-to-python>

<https://www.freecodecamp.org/news/the-programming-language-pipeline-91d3f449c919/>

<https://stackoverflow.blog/2015/07/29/why-are-there-so-many-programming-languages/>