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This was a quiz about erlang. The answer is that it is not a language, but a successful programming language. In fact, it is one of the most widely used programming languages in the world. Erlang aims to make the programmer's job easier by increasing productivity and ensuring safety while increasing performance. It also helps keep resource usage low and increase reliability, making it a great choice for latency-sensitive applications such as telecom systems or high frequency trading systems. In addition to being useful in production environments, Erlang provides an augmented functional paradigm with constructs such as continuations and send/receive functions that can be used for testing or even for writing interactive games with Erlang on top of its OTP framework. Erlang includes support for functional programming in general, but also features a familiar syntax to ease the transition from classical imperative languages. The language also supports multiple programming paradigms that can be mixed and matched as needed. Erlang's roots lie in the functional programming paradigm; its syntax and semantics tend to follow the principles of these principles. Many of Erlang's features were inspired directly by other languages: Lisp, OCaml and Haskell (See: History Oberon) itself, as well as by Functional Reactive Programming (FRP). The use of OCaml is often cited as a reason why many of Erlang's features are inspired directly by Caml (See Caml case study). Lisp was an inspiration for Erlang, and there are serious Lisp influences from the coders from the firm of Ericsson. The earliest versions of Erlang were developed by Joe Armstrong, Robert Virding and Mike Williams in 1986, the goal being to bring a language with a method to support programming in a real-time system environment. This resulted in OTP (Open Telecom Platform), which was initially developed by Robert Virding and Joe Armstrong in 1986 at Ericsson's Computer Science Laboratory. In 1995, Joe Armstrong summarized the work on Erlang that had been done up to that point: "In 1986 I started development of a new language called Erlang... At Ericsson, we have now developed a programming platform, programming support tools and certain applications over the past 10 years... The main results which have been implemented are: – The Erlang runtime system – A set of application libraries – The concurrent programming model and an evaluation of this model with respect to supporting the development of concurrent applications." At Ericsson, Erlang was used to build a fault-tolerant real-time soft real-time system; the first company to attempt building such systems using Erlang was Nortel in 1998. Erlang was open sourced in 1998 under the Apache 2 license by Ericsson with an initial release (R15B) of OTP (Open Telecom Platform). OTP was originally intended for telecom applications, allowing them to exchange messages very quickly. Ericsson itself had decided to use Erlang in order to support the development of Ericsson's e-business platform. They created the Erlang application platform with Ericsson's own production Erlang/OTP system, called ETS (Ericsson Telecom Systems), built on the newer release (R17B) of OTP, and began commercial use with TeliaSonera. By 2003 they had over 6000 servers running Erlang/OTP 2.0 at commercial customer sites across their network; it has continued to be used in various applications by Ericsson and its customers ever since.

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