Erlang was developed by Joe Armstrong for Ericsson. The name itself is a shortened version of its full name, Ericsson Language. Erlang was designed to cope with the needs of a telephone network, giving it many unique characteristics. Erlang:

- Is a functional language; variables may only have one value
- Encourages concurrency by passing information between threads in messages, eliminating locks
- Allows sections of code to be modified while it is running
- Has no built in string manipulation

Erlang may have been designed for Ericsson, but it has many uses now, including:

- Facebook Chat
- Databases
- MMORPGs

Code Example

```
main(A, B, N, X, Pid) ->
  C = A + B,
  Pid ! {"~s lines of text on the screen.~n", C},
  io:format("~s lines of text on the screen.~n", [?i2l(C)]),
  if
    N < X -> main(C, A, N+1, X, Pid);
  true -> Pid ! stop
end.
```