

Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in *A Manuscript on Deciphering Cryptographic Messages*. For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Whatever the approach to development may be, the final program must satisfy some fundamental properties. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers. Different programming languages support different styles of programming (called programming paradigms). These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Use of a static code analysis tool can help detect some possible problems. The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine. Programmable devices have existed for centuries. FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research. The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine. One approach popular for requirements analysis is Use Case analysis.