

High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference. 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 a few lines from the original source file can be sufficient to reproduce the same crash. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices. While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se. Code-breaking algorithms have also existed for centuries. 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. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code. Techniques like Code refactoring can enhance readability. Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. However, readability is more than just programming style. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.