

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. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. The following properties are among the most important: In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. 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. It is usually easier to code in "high-level" languages than in "low-level" ones. Computer programmers are those who write computer software. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. Integrated development environments (IDEs) aim to integrate all such help. There exist a lot of different approaches for each of those tasks. Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. Code-breaking algorithms have also existed for centuries.