

Programmable devices have existed for centuries. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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. 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. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Whatever the approach to development may be, the final program must satisfy some fundamental properties. 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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). Allen Downey, in his book *How To Think Like A Computer Scientist*, writes: Many computer languages provide a mechanism to call functions provided by shared libraries. 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. 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*. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Code-breaking algorithms have also existed for centuries. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Ideally, the programming language best suited for the task at hand will be selected. 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. 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*. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Programming languages are essential for software development. 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. 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. Different programming languages support different styles of programming (called programming paradigms). 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.