

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. Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL). 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. Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL). By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute. It is usually easier to code in "high-level" languages than in "low-level" ones. 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. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. There are many approaches to the Software development process. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. Also, specific user environment and usage history can make it difficult to reproduce the problem. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. There exist a lot of different approaches for each of those tasks. However, readability is more than just programming style. 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. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.