

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. Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. 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. 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. There are many approaches to the Software development process. Some of these factors include: The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. Code-breaking algorithms have also existed for centuries. One approach popular for requirements analysis is Use Case analysis. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. It is very difficult to determine what are the most popular modern programming languages. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic. 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. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. 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. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. 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.