

Techniques like Code refactoring can enhance readability. It is usually easier to code in "high-level" languages than in "low-level" ones. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. Also, specific user environment and usage history can make it difficult to reproduce the problem. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). Techniques like Code refactoring can enhance readability. Whatever the approach to development may be, the final program must satisfy some fundamental properties. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. There exist a lot of different approaches for each of those tasks. Also, specific user environment and usage history can make it difficult to reproduce the problem. It affects the aspects of quality above, including portability, usability and most importantly maintainability. 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. 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. 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. When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Programs were mostly entered using punched cards or paper tape. 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. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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. Ideally, the programming language best suited for the task at hand will be selected. 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. 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. Ideally, the programming language best suited for the task at hand will be selected.