

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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Use of a static code analysis tool can help detect some possible problems. Following a consistent programming style often helps readability. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. The Unified Modeling Language (UML) is a notation used for both the OOAD and 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. Many applications use a mix of several languages in their construction and use. Programs were mostly entered using punched cards or paper tape. Following a consistent programming style often helps readability. There are many approaches to the Software development process. It is usually easier to code in "high-level" languages than in "low-level" ones. Programs were mostly entered using punched cards or paper tape. 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. 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. Normally the first step in debugging is to attempt to reproduce the problem. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. 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. Programs were mostly entered using punched cards or paper tape. Many applications use a mix of several languages in their construction and use.