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. 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. Following a consistent programming style often helps readability. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. However, readability is more than just programming style. 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. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. 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. 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. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. Normally the first step in debugging is to attempt to reproduce the problem. 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. Integrated development environments (IDEs) aim to integrate all such help. 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. New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation). Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.