

One approach popular for requirements analysis is Use Case analysis. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. 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. 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. 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. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Many applications use a mix of several languages in their construction and use. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. 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. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. Different programming languages support different styles of programming (called programming paradigms). After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Ideally, the programming language best suited for the task at hand will be selected. 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.