

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. 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. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Programming languages are essential for software development. It affects the aspects of quality above, including portability, usability and most importantly maintainability. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Computer programmers are those who write computer software. 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. 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. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL). 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. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language. Scripting and breakpointing is also part of this process.