

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. Also, specific user environment and usage history can make it difficult to reproduce the problem. 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. 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). 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. 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. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. 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. Following a consistent programming style often helps readability. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Scripting and breakpointing is also part of this process. There are many approaches to the Software development process. However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. Normally the first step in debugging is to attempt to reproduce the problem. 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. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. 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. Following a consistent programming style often helps readability. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. 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. 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.