

High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. 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. 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. Code-breaking algorithms have also existed for centuries. Also, specific user environment and usage history can make it difficult to reproduce the problem. 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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). One approach popular for requirements analysis is Use Case analysis. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. Programs were mostly entered using punched cards or paper tape. 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. Many applications use a mix of several languages in their construction and use. 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, readability is more than just programming style. Scripting and breakpointing is also part of this process. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Code-breaking algorithms have also existed for centuries. 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. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. 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. 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. Different programming languages support different styles of programming (called programming paradigms).