

Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. Different programming languages support different styles of programming (called programming paradigms). Normally the first step in debugging is to attempt to reproduce the problem. 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. Different programming languages support different styles of programming (called programming paradigms). Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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). It is usually easier to code in "high-level" languages than in "low-level" ones. Programmable devices have existed for centuries. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Techniques like Code refactoring can enhance readability. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. Different programming languages support different styles of programming (called programming paradigms). In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. 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. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Following a consistent programming style often helps readability. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Techniques like Code refactoring can enhance readability. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.