

Programs were mostly entered using punched cards or paper tape. However, readability is more than just programming style. 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. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. 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. 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. 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. Many applications use a mix of several languages in their construction and use. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. 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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. 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. 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. 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. Code-breaking algorithms have also existed for centuries. For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software. 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. 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. 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. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Programs were mostly entered using punched cards or paper tape. Ideally, the programming language best suited for the task at hand will be selected. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. It is very difficult to determine what are the most popular modern programming languages.