

After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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. 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. However, readability is more than just programming style. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. 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. 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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. It is usually easier to code in "high-level" languages than in "low-level" ones. For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Programmable devices have existed for centuries. 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. 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. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).