

Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. However, readability is more than just programming style. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). 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. Techniques like Code refactoring can enhance readability. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. 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. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. Scripting and breakpointing is also part of this process. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. 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. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. It is very difficult to determine what are the most popular modern programming languages. 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. 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. However, readability is more than just programming style. 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. Computer programmers are those who write computer software. Scripting and breakpointing is also part of this process. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.